

EROTIC ARCANANA



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and is compatible with the world's best-selling fantasy roleplaying game

THE EROTIC ARCANA

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**WARNING: THIS BOOK IS NOT FOR KIDS.
IF YOU ARE NOT AN ADULT THEN FUCK OFF AND GO DO SOMETHING ELSE.**

This game was made by me specifically because I thought it would be kinda funny to make the fantasy dragon game horny and sexy and stuff. Absolutely no one has playtested any of these rules and I have no idea how implementing them into your world will affect the game balance. I have been running non-horny games for years now so I think it should all work out fine but there is no way for me to know for sure. All I know is that I got a degree in graphic design and I might as well put it to good use.

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CONTENTS

INTRODUCTION	3	Cunning Linguist	17
Roleplay, Romance, Seduction, and Love	3	Endowed	17
Sex, Humor, and Maturity	3	Exhibitionist	17
Consent	3	Fast Orgasm	17
Gender and Orientation	4	Fuckable	17
Kinks and Fetishes	4	Healing Lover	17
Social Context	4	Heavenly Body	18
Pregnancy	4	Horny	18
Sexual Alignment	4	Limber	18
RULES	5	Monster Fucker	18
Ability Score	5	Natural Beauty	18
Skills	5	Pheromones	18
Arousal	5	Quick Recovery	18
Attraction and Expression	5	Radiant Sexuality	18
Sex	6	Rugged Appearance	18
Combat Sex	6	Sexual Focus	19
Racial Traits	6	Size Queen	19
Fetishes	7	Sterile	19
Pregnancy	7	Virility	19
Monster Allure	8	Wingman	19
SUB-CLASS	9	SPELLS	20
Barbarian	9	Bard Spells	20
Bard	9	Cleric Spells	20
Cleric	10	Druid Spells	20
Monk	11	Paladin Spells	20
Paladin	12	Ranger Spells	20
Sorcerer	13	Sorcerer Spells	20
Warlock	14	Warlock Spells	21
BACKGROUNDS	15	Wizard Spells	21
Artist (sexual)	15	SPELL DESCRIPTIONS	22
Exotic Dancer	15	MONSTERS	28
Harem Leader	15	EQUIPMENT	53
Master/Mistress	15	Items	53
Mentor	16	Oils and Aphrodisiacs	55
Model	16	Magic Items	56
Prostitute	16	INDEX	61
Submissive	16	OPEN GAMING LICENSE	63
FEATS	17		
Animalistic Passion	17		
Champion's Endurance	17		

INTRODUCTION

“But what if it was horny though?” It’s a question that has baffled the greatest scholars for ages; a question to which many people have simply responded “don’t.” Yet here I am, and I’m gonna make it horny. In the Erotic Arcana I have attempted to create a system of rules and suggestions to aid in the integration of sex and sexuality into your fantasy games.

For too long sex has been hidden behind closed doors or just “off screen.” In this book, I am going to pull sex out of the bedroom and into the light. Obviously this book is not going to be for everyone, and that’s perfectly fine; we all have different tastes. But for those of you with good taste, I want to say: I hope you have fun.

***WARNING** - This book was written with an adult audience in mind. If you are not an adult then please do not read this book. I am not responsible for any consequences that arise from using this book. You have been warned again.*

ROLEPLAY, ROMANCE, SEDUCTION, AND LOVE

Throughout history, sex has been a powerful motivator and plot device in many stories. However, it has almost always been absent from the fantasy roleplaying scene at large. Many games already include character sexuality and even a little saucy romance on occasion, but that is generally where it stops.

Sex can be a powerful tool for character development, and it can add additional layers to an otherwise average character. It can be used as a physical expression of love or as a tool to manipulate people. In many cases, a character’s sex life can say a lot about who they are. How often a character has sex, who they have sex with, and what they do during sex can be integral to a character’s backstory, and can reveal information to the group.

Just like describing your actions in combat, describing your actions in the bedroom can provide a much more memorable roleplaying experience. Role-playing is, of course, about telling a story and as a role-player it is up to you how much information you want to add. You can focus on physical actions, the emotion, or some combination of both. But this doesn’t mean you have to describe every sexual encounter in explicit detail. Oftentimes a simple roll of the dice is enough to get the point across. But sometimes it can be more fun to describe what that nat 20 really means for the story.

By now, most people have played a game that incorporated romance, even if it was mostly just the bards doing it. But romance and sex are sometimes complimentary to each other in a way they aren’t alone. It doesn’t matter how high your charisma score is, a nat 1 roll during sex is going to put a real damper on that relationship. But just as bad sex can ruin a relationship, good sex can make a bond between characters even more powerful.

SEX, HUMOR, AND MATURITY

Look, sex is funny. There’s no way around it. Simply saying the word penis in the right context is enough to get people to laugh. So when you try to add sex to a roleplaying game, it is inevitable that your players will make jokes and laugh with each other. This is perfectly ok, and should be expected. Roleplaying is meant to be fun, and making jokes is part of the game.

Adding comedy to your game can help your players relax and enhances the overall experience. However, as with everything, a lack of maturity can go too far. If you’re trying to run an erotic and sensual game and a player can’t take it seriously, then your game might not be for them. It is important to discuss with your players beforehand about the tone that you want your game to have.

CONSENT

As is the case with anything sexual, consent is extremely important. At no point in your game should you be making your players uncomfortable. Before you even attempt to integrate sex into your game, you need to have a long discussion with all of your players about what they are comfortable with happening in a sexual game. Many of the monsters created for this book are sexual in nature. While consensual non-consent is something that your players might want to explore, you are absolutely not allowed to use these monsters if any players are uncomfortable with non-consensual encounters. Likewise, any kinks or fetishes that you wish to explore in your world must be pre approved by all members of your group. If at any point your players wish to stop a sexual encounter, it is your job as the DM to respect that and stop.





GENDER AND ORIENTATION

When you are making a character, you will likely think about what sex they are going to be. For most people, this means picking male or female. For some, it means picking neither or both. Gender is a complex spectrum, and in a game that heavily involves sex, you might wanna think a bit beyond just what's in their pants. In a world of fantasy and magic, the "barriers" between the sexes are even thinner than they are in our world. How you were "born" is irrelevant in a world where magic exists.

Generally speaking, you can break down a character's sex/orientation into 4 categories: Expression, Attraction, Gender, and Sex. Expression is how you present yourself, how you dress and what you look like. Attraction is who you are attracted to, what genders arouse you. Gender is how you identify yourself; male, female, both, neither, etc. Then sex is your biology, determining your primary sex organs. Each characteristic can be mapped on a spectrum from masculine to feminine.

How your characters identify, present, etc, is up to you. In terms of game mechanics, only attraction and expression will be taken into account. Your gender and sex are just for you and for the roleplaying side of the game.

KINKS AND FETISHES

Just like sex can enhance romance, kinks can enhance sex. For those who are new to the kink scene, a kink is generally something that is additive to sex, and a fetish is something that is necessary. If you have a kink for elves, then having sex with elves will be extra pleasurable for you. If you have a fetish for elves, then you cannot cum if you are not with an elf. These are obviously very simplified descriptions, but for the context of this game they should be enough.

In our world, there are hundreds if not thousands of kinks, ranging from bondage to toes. In a fantasy world with magic, exotic races, and unique items fetishes and kinks are likely to be even more expansive. There are the more obvious kinks, like interspecies romance, transformations, and monster fuckers. But there may also be less obvious kinks, like the feel of mithral, the sound of magic, or the look of those sexy town guards. In a fantastical world, the kinks and fetishes are bound to be just as fantastic.

SOCIAL CONTEXT

It can be important when creating a sexual world to consider how different societies view sex. Which societies think sex is a sacred act, which ones think sex is dirty, which ones think it should be private, which ones think it should be public? Different societies will have different rules about how, where, and with whom you are allowed

to have sex. These rules will affect things like prostitution, pornography, fashion, marriage etc. There are many societies that view porn as a form of art, and there are many that want people to hide as much of their bodies as they can at all times. There are some societies where prostitution is a respected profession and some where it is seen as criminal. It is up to you to decide which societies fall into which categories.

PREGNANCY

As it turns out, sex has a function besides feeling good. Pregnancy is something that can be intentionally sought out by players or can simply be a consequence of their lack of protection and planning. When incorporating pregnancy into a campaign, it is important to keep in mind the risks and benefits of doing so.

Pregnancy for an adventurer can be dangerous, not only for the baby but for the character as well. There are many things a player can do to avoid pregnancy, from birth control to magic spells to just using a different hole. If your players want to incorporate pregnancy in their campaign, there are actual statistical disadvantages that will need to be considered whenever having sex.

SEXUAL ALIGNMENT

Character alignment and sexual alignment will often be the same, however, that is not always the case. Sometimes our private personas and our public personas are contradictory, and that's ok. It is possible to be a chaotic evil sorcerer who is also a kind and tender lover. Whether you want to use your character alignment as your sexual alignment or choose each separately, how you act in sexual scenarios can be as important as how you act in combat.

- Lawful Good - Submissive
Whatever my partner wants.
- Neutral Good - Selfless Lover
Give pleasure.
- Chaotic Good - Brat
Why don't you make me.
- Lawful Neutral - Vanilla
Textbook sex.
- True Neutral - Experimentalist
Go with the flow.
- Chaotic Neutral - Hedonist
If it feels good, do it.
- Lawful Evil - Dominant
Power and control.
- Neutral Evil - Selfish Lover
Receive pleasure.
- Chaotic Evil - Sadist
Your pain is my pleasure.



RULES

Now that's enough of those boring words. It's time for that nice sexy math. Rather than trying to utilize the preexisting stats and skills, I have added one new ability score, four new skills, and a saving throw. To get your ability score, you will roll for it the same way you do for all of your other abilities when you make your character. I have also made a separate character sheet for your sexual stats to be used in conjunction with your normal character sheet.

ABILITY SCORE

Allure - how physically attractive your character is. Allure is used whenever you are attempting to attract a PC, an NPC, or a Monster.

SKILLS

Composure (*Constitution*)

Composure saving throws are used to determine how aroused you are by an action and are rolled during sex to determine how long the sexual encounter lasts.

Sex (*Dexterity*)

Sex rolls are for how good you are at sex and any attempt to increase a creature's arousal level with physical touch.

Seduction (*Charisma*)

Seduction rolls are made when a character is attempting to increase the arousal of a creature using their voice.

Temptation (*Allure*)

Seduction rolls are made when a character is attempting to increase the arousal of a creature using their appearance.

AROUSAL

When a character is being affected by an action, a spell, or another effect that is intended to increase the character's arousal, then the character must make a Composure saving throw. On a failed save, the character will gain one point of Arousal.

+1 Arousal = No effect

+2 Arousal = Disadvantage on Intelligence rolls

+3 Arousal = Too horny, your available actions can only be used to attempt to climax

+4 Arousal = Climax

Arousal points will start to fade after 10 minutes. If a character doesn't gain another point of arousal or perform a sexual activity to maintain their current level of arousal, they will lose 1 point of Arousal every 10 minutes.

ATTRACTION AND EXPRESSION

When you are creating your character, you need to decide how other people see your character. This will take the form of Masculine, Feminine, or Androgynous. You can pick just one, a combination, or all three, if you think it fits your character. This will determine who in the world can be attracted to your character.

You will also decide who your character can be attracted to with four traits: Masculine, Feminine, Androgynous, or None. Your expression and your attraction will come into play when making Composure, Seduction, and Temptation rolls.

- Composure rolls are made with advantage if the character is not attracted to the expression of the person who made them roll the save.

- Seduction rolls are made with disadvantage against targets that are not attracted to the expression of the character.

- Temptation rolls are made with disadvantage against targets that are not attracted to the expression of the character.

CHARACTER NAME		SEXUAL ALIGNMENT	
ALLURE	GENDER	SEX	
	ATTRACTION	EXPRESSION	
<input type="radio"/> ___ Composure (Con)		NOTES / KINKS / ETC	
<input type="radio"/> ___ Seduction (Cha)			
<input type="radio"/> ___ Sex (Dex)			
<input type="radio"/> ___ Temptation (All)			
AROUSAL			
♥ — ♥ — ♥ — ♥			



SEX

Now it's time for the main event, the reason we are all here. Let's talk about sex. Whenever two or more characters are having sex, they will all roll Sex (*dex*) to determine how good they are at pleasing their partner. Each character will then roll Composure (*con*) to see how long they can last before they climax.

Female characters can climax multiple times in a row, rolling Composure (*con*) again after each climax. However male characters will need a 10-15 minute break before they can start again. If a character is neither male or female, then it is up to the player to determine which version applies to their character.

Sex Chart	DC
<1 Minute	1
10 Minutes	5
20 minutes	10
30 minutes	15
1 hour	20
2 hours	25
3 hours	30

Sex is only possible with creatures within one size class of you. So a medium creature can have sex with a small, medium, or large creature. A large creature can have sex with a medium, large, or huge creature, etc.

COMBAT SEX

Sex and combat are a tricky subject, and if your players do not want to mix the two, that is perfectly fine. However, if they do want to, this is how.

Combat sex works a little differently than normal sex. On your turn during combat, you can use your action to attempt to increase a creature's level of Arousal. You can roll Sex, Seduction, or Temptation and it is up the DM to determine the creature's Arousal DC based on a player's action. If you roll higher than their Arousal DC they will gain 1 point of Arousal. The more Arousal points a creature has the lower the Arousal DC will be.

- Sex rolls require physical touch, Seduction rolls require audible sound, and Temptation rolls require line of sight.
- If you want to exit the combat sex early, you can use half of your movement to disengage or use your action to block any sex rolls targeting you.
- When a creature is having sex or masturbating, they are at disadvantage on all ability checks not related to the sex.
- When a PC, NPC, or Monster climax they are considered stunned for 2 rounds.

RACIAL TRAITS

Race	Bonus
Dwarf	+2 Composure, +1 Seduction
Elf	+2 Allure, +1 Sex
Halfling	+1 Composure
Human	+1 Allure, +1 Composure
Dragonborn	+2 Composure
Gnome	+3 Sex
Half-Elf	+1 Allure, +1 Seduction
Half-Orc	+2 Allure, +2 Sex
Tiefling	+2 Allure, +2 Temptation, +1 Seduction



FETISHES

Both kinks and fetishes will give bonuses in and out of sex. When someone's kink is used during sex, it will grant their partner a +3 to their sex roll. If the kink is used on them outside of sex in a seduction or temptation roll, it will give +5 to their roll. When someone's fetish is used during sex, it will grant their partner advantage on their sex roll. When a player has a fetish and it is not used during sex, then their sex rolls will be at disadvantage. Outside of sex, fetishes will function the same as kinks.

- During sex, if Character A has a kink, then Character B gets a +3 to their sex roll when the kink is involved.
- Outside of sex, if Character A has a kink, then Character B gets a +5 to their seduction or temptation rolls when the kink is involved.
- During sex, if Character A has a fetish, then Character B will roll sex with advantage when the fetish is involved.
- If Character A has an unincorporated fetish, then Character B will roll sex with disadvantage.

The modifiers for fetishes and kinks do stack. If a character has 5 kinks, then that can grant a +15 to sex rolls and +25 to seduction/temptation rolls.

Basically, if you have a kink or fetish, it makes sex feel better for you and it makes it easier for others to arouse you.

PREGNANCY

If you want to incorporate pregnancy into your game, it can be a great way to deter your players from having sex with everything that moves. Pregnancy is something that can be avoided if an effort is made, but when engaging in sexual activity, it can always be a possibility. If a character is using any form of birth control or any other technique that would prevent pregnancy, it must be stated before the sexual encounter begins.

Note: I will be using the terms male and female to denote the primary sex organs of the participants and not their gender.

- If a male and a female have unprotected sex, they must roll 1d20 for every time that the male climaxes, and on a 1 the female will be impregnated.
- If a male and female use protection during sex, they will use the dice and stats laid out in the item's information to determine if the female will be impregnated.

• If a sexual encounter involves multiple females, then the male character needs to designate which female they were with when they climaxed.

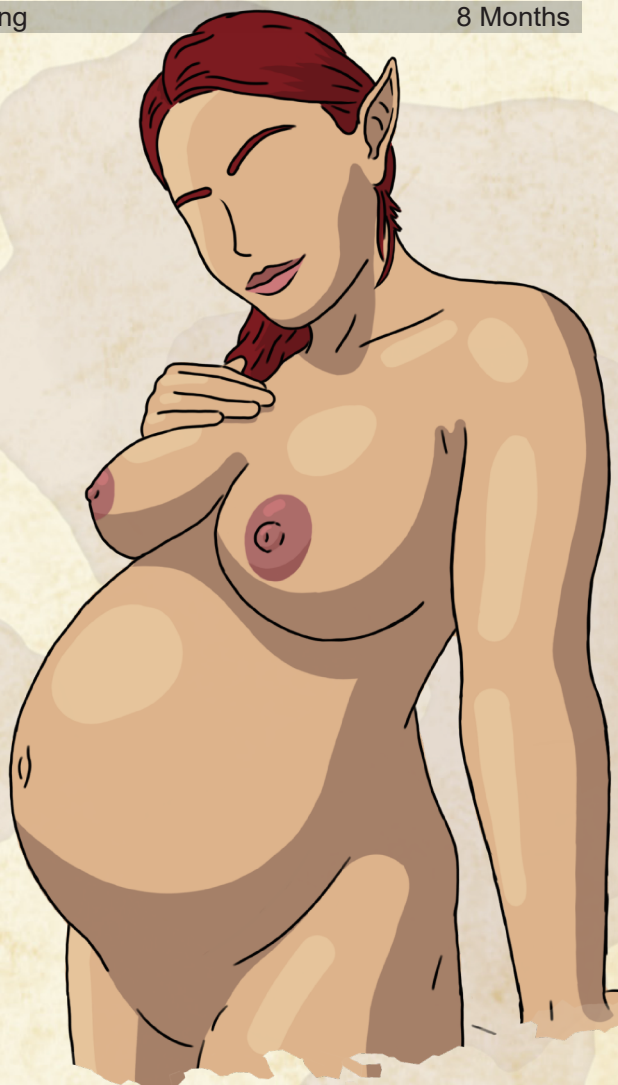
• If sex is between two characters that are of the same sex or neither is capable of getting pregnant, then the only chance of pregnancy is through magical means.

PREGNANCY STATS

1st Trimester	No Effect
2nd Trimester	Disadvantage on ability checks
3rd Trimester	Speed is halved and -2 Dexterity

PREGNANCY DURATION BY RACE

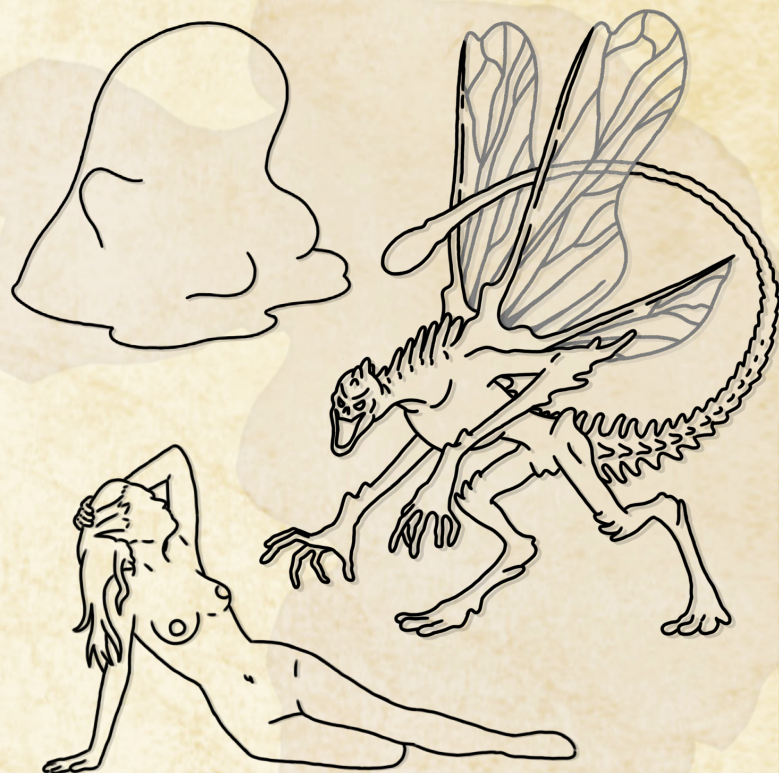
Dwarf	14 Months
Elf	24 Months
Halfling	5 Months
Human	9 Months
Dragonborn	8 Months
Gnome	11 Months
Half-Elf	16 Months
Half-Orc	9 Months
Tiefling	8 Months



MONSTER ALLURE

It would be impossible to add Arousal stats to each individual monster, so instead this will act as a guide for adding allure to preexisting monsters based on their type. It is ultimately up to the DM to decide just how hot they think a particular monster is. A character's sexual preferences can affect how attractive they think a creature is regardless of its Allure.

Type	Allure
Aberration	1-5
Beast	4-9
Celestial	12-18
Construct	14-19
Dragon	7-14
Elemental	5-10
Fey	15-25
Fiend	10-20
Giant	6-15
Humanoid	8-16
Monstrosity	3-9
Ooze	1-5
Plant	3-12
Undead	1-3



SUB-CLASSES

BARBARIAN PATH OF THE HEART

For most barbarians, rage draws on their negative emotions like anger or hate. However, for those who follow the Path of the Heart, rage is fueled by a deep and powerful love of those around them. They have a big heart, and they care very deeply about their friends and family. If anyone wants to hurt your friends, they will have to get through you first.

FULL OF LOVE

3rd-level Path of the Heart feature

When you enter a rage, in addition to the standard resistances, you gain resistance against Seduction and Temptation rolls. When you attack a creature while raging, that creature has disadvantage on any attack roll that isn't against you. This effect ends early if your rage ends.

EMOTIONAL OVERLOAD

6th-level Path of the Heart feature

As you rage, your passion and emotions boil over and spread around you, creating a magical aura that extends 10 feet from you in every direction. When a hostile creature enters or ends its turn in your aura, it must make a Wisdom saving throw. On a failed save, the creature takes 1d6 psychic damage, or half as much on a success. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.

POWER OF FRIENDSHIP

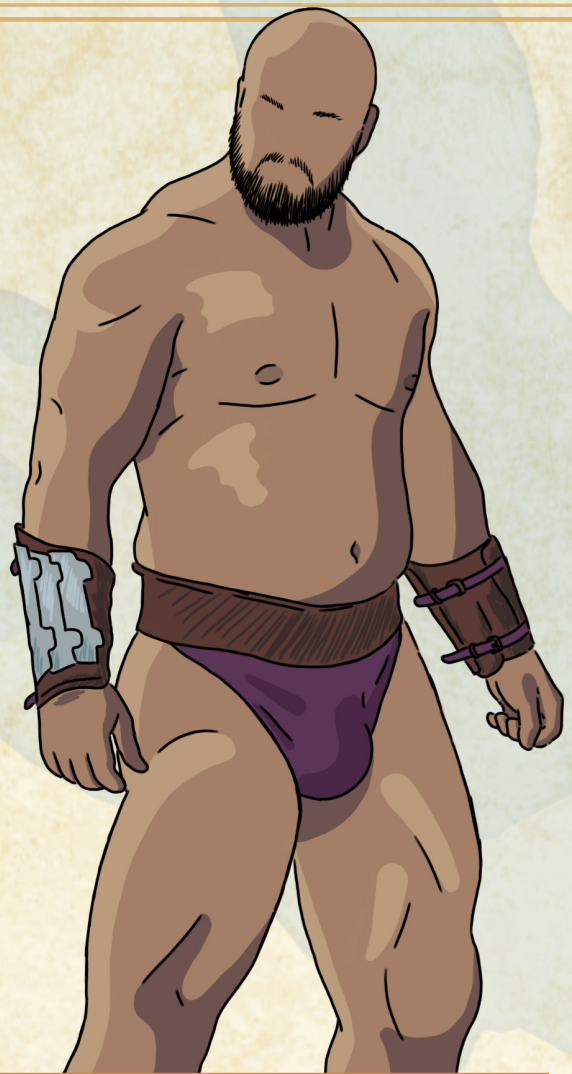
10th-level Path of the Heart feature

Your friends give you strength, and you in turn give them strength. While you are raging, you gain a +1 strength for every ally within 30 feet, to a maximum of +5. Also any allies within 30 feet of you gain a +2 on any strength rolls.

GIVING HEART

14th-level Path of the Heart feature

When your allies are injured, you can share in their pain. While raging, you can use your action to give some of your hit points to your allies with a touch. However, doing so will end your rage.



BARD COLLEGE OF LIBERATION

Bards of the College of Liberation know that sex is a form of art, and they want to make sure everyone else knows too. Whether they are crafting erotic tales of epic proportions or pleasuring a barkeep in the back room, these bards strive to spread pleasure wherever they go. Their talented tongues and nimble fingers dance their way across the senses of all those whom they encounter. When it comes to sex, most everyone is held back by what society says you can or cannot do with your own body, but bards of the College of Liberation want everyone to embrace their true erotic selves.

SILVER TONGUE

3rd-level College of Liberation feature

You are capable of temporarily learning any language by kissing someone who speaks said language. You retain knowledge of this language for the next 24 hours, there is no limit to the number of languages that you can know at one time.



SET THE MOOD

6th-level College of Liberation feature

You are a master of tone and mood. You can use an action to make a Performance roll and set the mood for just about any situation. You can grant advantage to yourself and those around you by performing a specific type of music, poetry, or dance that would set the proper mood. Fast paced for combat, romantic for seduction, sad for persuasion, etc. This advantage lasts as long as you keep using your action to make Performance checks. (This advantage does not apply to your Performance checks) You can use this ability a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

MAGIC FINGERS

14th-level College of Liberation feature

You gain a +5 on Charisma and Allure based rolls (Deception, Intimidation, Persuasion, Seduction, Temptation) when you are physically touching the creature that you are targeting. You also gain a +5 to sex rolls.



CLERIC FERTILITY DOMAIN

The Fertility domain is a combination of the concepts of procreation and sexual pleasure. Those who follow this domain believe that sex is a sacred act that unites the flesh and soul of those who are intimate. Many assume that the Fertility domain is focused on childbirth, but in truth, this domain teaches that sex between consenting adults is the pinnacle of all mortal interactions. Clerics of this domain are not concerned with the preconceived notions of relationships and sex that are common within society. To them, sex is the end goal of relationships and should be sought after with a religious passion.

FERTILITY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animate art, lover's protection</i>
3rd	<i>aftercare, skilled lover</i>
5th	<i>jealousy, soulbond</i>
7th	<i>blessed pregnancy, ovulation</i>
9th	<i>heavenly sensation, scrying</i>

KNOWING LOOK

1st-level Fertility Domain feature

You gain the ability to see those who have recently had sex. Using an action, you can see a magical aura around creatures that have had sex in the past 24 hours. This ability lasts for one turn. You can use this ability a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: RADIANT ALLURE

2nd-level Fertility Domain feature

You can use your Channel Divinity to boost the allure of one creature. With a touch, you grant a +4 boost to allure causing the creature to softly glow with radiant light. This glow acts like sunlight and any creatures that are harmed by sunlight cannot be within 10 feet of the creature without taking 1d10 radiant damage. This effect lasts for one minute.

SOOTHING EMOTIONS

6th-level Fertility Domain feature

Using your action, you can soothe the emotions of any creatures within 30 feet of you. Each creature in a 30-foot-radius sphere centered on yourself must make a Wisdom saving throw. Each creature that fails the save will lose 1 point of Arousal and can temporarily ignore any



charmed or frightened conditions for 30 seconds. You can use this ability a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: AROUSING TOUCH

8th-level Fertility Domain feature

You can use your Channel Divinity to control the arousal of others. Using your action, you can touch a creature, and they will need to make a Constitution saving throw. On a failed save, you are able to increase or decrease their Arousal by 1 point. If the creature is already at full Arousal, then they will climax instantly.

DIVINE PLEASURE

17th-level Fertility Domain feature

Once a day, you can create a 20-foot-radius sphere at a location that you can see within 50 feet and all creatures that enter or end their turn within the sphere must make a Constitution saving throw. Creatures can choose to fail if they wish. On a failed save, the creature is set to full Arousal and granted advantage on all Sex rolls. If a creature climaxes while inside of the sphere, they will gain hp equal to their Sex roll. The sphere will stay in place as long as you maintain concentration up to an hour max.

MONK WAY OF THE TANTRIC MASTER

The Way of the Tantric Master teaches its students to manipulate and control the sexual energies that exist within living creatures. To a Tantric master combat and sex are two sides of the same coin. Knowledge of the weak points of a body can be used to cause harm or pleasure depending on your technique. A true master can use the pleasure of others as fuel to power attacks or channel their own pleasure to empower others.

TANTRIC ARTS

3rd-level Way of the Tantric Master feature

During a sexual encounter, you can spend 1 ki point to double your Composure roll for the duration of that encounter. For each time that your partner/partners climax during this sexual encounter, you gain temporary hit points equal to half of your Sex roll.

AROUSING KI

6th-level Way of the Tantric Master feature

You gain the ability to convert your points of Arousal into

ki points. You can use this ability a number of times equal to half of your current monk level rounded up. You regain all expended uses when you finish a long rest. Any points beyond your current ki point maximum will be lost after a long rest.

SEXUAL FLOW

11th-level Way of the Tantric Master feature

Whenever you use Flurry of Blows, you can spend 2 ki points to manipulate the arousal of your target. You can increase your target's Arousal by 1 point or you can remove 1 point of arousal. If you remove a point of Arousal, then you have the option to on your next turn pass that arousal on to another creature that you can touch, or add the point to your own Arousal.





CONTROLLED CLIMAX

17th-level Way of the Tantric Master feature

When you successfully stun a creature using a Stunning Strike, you can spend 3 additional ki points to make the creature climax regardless of its current level of Arousal. This will cause the creature to stay stunned for an additional round.

PALADIN OATH OF THE CHASTE

The Oath of the Chaste calls paladins to abstain from earthly pleasures in pursuit of higher understanding of the self. It is not enough to simply avoid these pleasures though. For these paladins, there is no greater test of their ideals than being near an earthly pleasure and rejecting it. It is easy to abstain from pleasures when there are none around to tempt you, but it is hard to be surrounded by eroticism and debauchery and stay firm in your conviction.

TENETS OF THE CHASTE

Discipline - You are your own master. Your actions and decisions are yours and yours alone.

Abstinence - Sex is a distraction. You have a higher calling.

Sobriety - Your mind is a temple. Do not dull your senses with mortal concoctions.

Honesty - Do not lie or cheat. Say what you mean and mean what you say.

Calm - Keep your thoughts still. You are slow to anger and quick to soothe.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE CHASTE SPELLS

Paladin Levels	Spells
3rd	<i>bedroom eyes, detect kink</i>
5th	<i>aid, distant admiration</i>
9th	<i>jealousy, virgin mind</i>
13th	<i>banishment, impotence</i>
17th	<i>geas, mass enhance allure</i>

CHANNEL DIVINITY

3rd-level Oath of the Chaste feature

Suppress Arousal. You can use your Channel Divinity to suppress the arousal of yourself or of those around you. With a touch, you can remove 1 point of Arousal from a willing creature.

Rebuke Temptation. You can use your Channel Divinity to harm those who would attempt to seduce or tempt you from your path. When a creature uses either Seduction or Temptation on you, you can Channel Divinity to automatically succeed your saving throw and cause them 1d10 radiant damage. The amount of damage increases by 1d10 for every three Paladin levels. 6, 9, 12, 15, 18.

AURA OF ATTRACTION

7th-level Oath of the Chaste feature

You give off a radiant aura of Allure that draws the eye of all who are near. If you are within 15 feet of an ally when someone attempts to seduce, tempt, or otherwise arouse them, you can make the creature roll a Wisdom saving throw. On a failed save the creature will shift its focus to you and whatever roll was made will now be against you.

HEALING PLEASURE

15th-level Oath of the Chaste feature

You gain the ability to convert your points of Arousal into healing. You can only heal one creature 2d8 hp per point of Arousal spent. You can perform this action as long as you have arousal points left to give.

SPREAD THE LOVE

20th-level Oath of the Chaste feature

You gain the ability to control and manipulate the arousal of others. You can take Arousal points away from any willing creatures that you can touch. While using this ability, you can have up to 20 arousal points inside of you for up to 1 minute. You can convert these Arousal points into 2d8 hp per Arousal point and spread those hit points, divided as you choose among 10 creatures that you can see within 30 feet. After the minute has passed, if you still have points of arousal over your natural limit, you will lose consciousness for 1 hour.



SORCERER FIERY PASSION

The magic that fuels a sorcerer can come from many places, but for a Fiery Passion sorcerer, magic draws on their incredibly high libido. Sometimes when a creature's libido is too high for too long, it will manifest powerful magics within that creature. Those who wield the magic of the Fiery Passion sorcerer are capable of channeling their own sexual desires into powerful magic.

SEXUAL ENERGY

1st-level Fiery Passion feature

Your magic flows from your arousal; you are able to ignore any disadvantages imposed by high levels of arousal. When you are aroused, you can increase any spell's damage by an additional 1d10 per point of arousal.

AURA OF PASSION

6th-level Fiery Passion feature

When you are at full arousal, you radiate a 15-foot-radius aura of sexual energy. All creatures within this radius must make a Constitution saving throw or gain 1 point of Arousal.

ORGASMIC EXCHANGE

14th-level Fiery Passion feature

When you or a creature you are currently intimate with climax, you can convert that sexual energy into magic and regain one spell slot up to 5th level per climax. You can use this ability a total of 5 times per long rest.

EROTIC SOUL

18th-level Fiery Passion feature

When you climax, you have the option to project your soul out of your physical body for up to 30 minutes. Your soul has a flying speed of 60 feet and can pass through solid objects. You are unable to interact with any physical objects, and you are only able to communicate with other spectral entities. Your soul is considered invisible to all non magical means. While in this state, you will be unable to move your physical body. After the 30 minutes has passed, your soul will automatically return to your physical body.





WARLOCK THE FUCCUBUS

Your patron is the powerful and seductive Fuccubus, an erotic entity residing somewhere in the lower planes. The Fuccubus likes to sexually corrupt and influence the mortal realms, and you are tasked with spreading their eroticism and debauchery across the planes. With your pact, you have become a vessel for their erotic magic.

FUCCUBUS SPELLS

Warlock Level	Spells
1st	<i>bedroom eyes, detect kink</i>
3rd	<i>alluring image, genderbend</i>
5th	<i>bestow kink, strip</i>
7th	<i>lover's grotto, shared sensation</i>
9th	<i>cuck's rage, mass enhance allure</i>

PIERCING GAZE

1st-level Fuccubus feature
You gain the ability to see the sexual intentions and desires of those around you. Using your action, you can spend one point of Arousal to look at a creature and see who or what it is attracted to, what its sexual desires are, and what fetishes or kinks it has.

STOLEN AROUSAL

6th-level Fuccubus feature
You can take the arousal of others and keep it within yourself. The Arousal points of other creatures do not affect your level of arousal, instead they are stored separately inside of you with a storage maximum of 1 + half your warlock level rounded up. These points can stay inside of you until your next long rest.

SEDUCTIVE APPEARANCE

10th-level Fuccubus feature
As you gain more Arousal, your appearance gradually changes. For every 2 points of Arousal (stolen or personal) currently within you, you gain a +1 to Allure. So if you have 6 points of arousal, you will gain +3 Allure.

IRRESISTIBLE

14th-level Fuccubus feature
If you reach maximum arousal in both stolen and personal Arousal, you can channel all that energy into your body making yourself temporarily irresistible. For 24 hours, your Allure will be set to 20, and all creatures that see you must make a Wisdom saving throw or be charmed for the duration. If a creature succeeds, it will not realize that you attempted to charm them. Once used, this ability cannot be used again for one week.



BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your bard might have worked as an erotic novelist. Your cleric might have been a dominatrix.

These sample backgrounds provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

ARTIST (SEXUAL)

You are an artist of some renown, your work drawing crowds and praise wherever they are seen. Your stories thrill the masses; your words titillate the senses. Your paintings draw onlookers from all walks of life. Your songs elicit visceral responses in your audience and entice those who hear you. Your works arouse those who encounter them, and your name is known in every artistic circle. Your art is your passion, and no matter the medium, you thrive.

Proficiencies: Performance, Seduction

Tool Proficiencies: One type of artisan's tools

Equipment: A painter's kit, a bottle of black ink, a quill, 10 erotic portraits, 50 sheets of fine paper, a set of common clothes, and a pouch containing 15 gp

FEATURE: A FAVOR IN TURN

People are often willing to accept your works of art as payment if you are running low on funds. Custom paintings and autographs can go a long way.

EXOTIC DANCER

You are a talented dancer with a body that drives people crazy. Your control over your movements is second only to your beauty. You have been dancing for many years, and you've made a name for yourself in certain circles. You thrive in front of an audience, and you are often hired to perform in establishments with wealthy clientele. You are skilled in several types of dance, and you know how to keep your audience entertained.

Proficiencies: Performance, Temptation

Tool Proficiencies: One type of musical instrument

Equipment: A musical instrument of your choice, a gift from an admirer (love letter, lock of hair, or trinket), a costume, and a pouch containing 20 gp

FEATURE: MAIN EVENT

It is not hard for you to find a stage on which you can perform. You may receive free lodging and food so long as you perform each night.

HAREM LEADER

Throughout your life, you have attained great wealth and great influence. You have a charismatic personality that makes people want to follow you. Back home, you have followers who would do anything for your attention and praise. Over the years, you have gained a dedicated group of between 5-10 sexual partners that make up your harem. You carry yourself with the grace and elegance of someone who has lived in the lap of luxury.

Proficiencies: Persuasion, Sex

Languages: Two of your choice

Equipment: A map of local brothels, a sentimental item from your home, a set of expensive clothes, and a pouch containing 25 gp

FEATURE: LOYAL CONCUBINE

When you left your home, you bought one of the members of your harem along with you. Your concubine is a commoner who can perform simple tasks for you, from carrying bags to delivering messages to servicing you sexually. They are willing to have sex with you whenever asked, however, they can refuse if you ask them to have sex with others. Their willingness to have sex with others for you is directly linked to their trust in you. They will not follow you into obviously dangerous areas and will leave if they are frequently endangered or abused.

MASTER/MISTRESS

You have a powerful personality, and you know how to get what you want. You have worked for years honing your craft, and you know how to take control. When you talk, people listen, and when you want something, other people want that too. You can command either respect or fear in most people that you meet, and you are someone that people want to follow.

Proficiencies: Intimidation, Persuasion

Languages: One of your choice

Equipment: A whip or riding crop, 25ft of silken rope, a BDSM kit, a black leather outfit, and a pouch containing 15 gp

FEATURE: DOMINATING PRESENCE

When people meet you, they get the immediate sense that you are in charge. Even people who are stronger than you or of a higher social status than you often find themselves listening to what you have to say.

MENTOR

You have spent much of your life learning the ins and outs of sex and sexuality. However, you are past your sexual prime, and you wish to pass on what you have learned to the next generation. You have mastered sexual positions that most people have never heard of, and you know how to be intimate without physical contact as well. You are on the lookout for those you would deem worthy of your knowledge.

Proficiencies: History, Sex

Languages: One of your choice

Equipment: A bottle of black ink, a quill, a small knife, a book of sexual positions and techniques, a set of common clothes, and a pouch containing 10 gp

FEATURE: EARNED RESPECT

You have studied for most of your life to get where you are now. It is easy for you to gain the trust of those around you, especially when discussing a topic with which you are familiar.

MODEL

You have reached the pinnacle of mortal beauty. Whether you were born with this beauty or it is something you worked to achieve, you are gorgeous. You glide through life with ease, and you haven't paid for a drink in years. You are not an artist, but your body is a work of art. Those who meet you are enamored with your beauty, and people will pay good money just to look at you.

Proficiencies: Seduction, Temptation

Tool Proficiencies: Disguise kit

Equipment: A disguise kit, a set of fine clothes, 5 autographed erotic portraits, and a belt pouch containing 30 gp

FEATURE: EASY LIFE

Life is tough, but it's a lot easier when you are pretty. You are able to coast through life without much standing in your way. People will often buy you things just to be in your company.

PROSTITUTE

If you are good at something, never do it for free. You have a particular talent for sex, and you know how to use it to make a profit. You can entice people of any gender into your bed and make sure they have a night they will never forget. You can inspire devotion in those who lie with you and jealousy in those who can't.

Proficiencies: Seduction, Sex



Languages: Two of your choice

Equipment: A makeup kit, a knife, a map of local brothels, a set of revealing clothes, and a belt pouch containing 15 gp

FEATURE: WORD OF MOUTH

People in your industry are privy to a lot of secrets. When you enter a town, you can stop by a local brothel to gain information about the town. You can also spread rumors through a town via the brothel.

SUBMISSIVE

You are not a leader, but you are a very good follower. You tend to be shy around new people and you aren't likely to make a fuss when things don't go your way. You keep your head down and try not to shake the boat too much. Life is much easier when someone else is telling you what to do.

Proficiencies: Composure, Insight

Languages: One of your choice

Equipment: A collar or ball gag, 25ft of silken rope, whatever outfit they are allowed to wear, and a pouch containing 1 gp

FEATURE: HELPING HAND

You are quick to lend a hand to those around you. People will often come to you for aid or when they need a task to be completed by someone that they trust.

FEATS

A feat is a talent or skill that gives a character special abilities. You can gain many different skills through practice or hard work and sex is no different.

At certain levels, your class gives you an Ability Score Improvement feature. When using feats, you can choose to take a feat of your choice instead. You must meet any prerequisites specified in a feat before you can take that feat. Each feat can only be taken once unless otherwise specified by the feat.

ANIMALISTIC PASSION

When you have sex, your body moves on its own, driven by a primal instinct, you gain the following benefits:

- You gain a +2 bonus to Sex.
- You gain a +1 bonus to Temptation.

CHAMPION'S ENDURANCE

You have trained long and hard to build up your endurance, you are capable of maintaining your pace far longer than a normal person. You gain the following benefits:

- You gain a +5 bonus to Composure during sex.
- You are able to ignore your first level of exhaustion.

CUNNING LINGUIST

You are as skilled with your words as you are with your tongue. You gain the following benefits:

- You gain a +2 bonus to Deception.
- You gain a +2 bonus to Sex.

ENDOWED

You have learned an ancient technique that allowed you to increase your primary or secondary sex characteristics. You gain the following benefits:

- If you have a dick, it grows by two inches
- If you have breasts, they grow by 2 cup sizes.
- Your ass grows one size
- You gain a +2 bonus to Sex.
- You can gain this feature a maximum of 3 times.

EXHIBITIONIST

Your confidence in your body has grown to a point that you want everyone to see it. You gain the following benefits:

- You gain a +3 bonus to Seduction, Sex, and Temptation while you are in public.

FAST ORGASM

You have developed an increased sensitivity, and you can no longer last very long during sex. You gain the following penalties:

- You gain a -2 penalty to Composure.
- Composure rolls during sex are halved.

FUCKABLE

You have honed your craft, and everyone can tell. You give off the clear impression that you are down to fuck. You gain the following benefits:

- You gain a +2 bonus to Seduction.
- You gain a +4 bonus to Temptation.

HEALING LOVER

You have learned how to channel sexual energy into healing. You gain the following benefits:

- Causing a partner to climax will heal them an amount of hp equal to the Sex roll that made them climax.





HEAVENLY BODY

Maybe you're born with it. Maybe it's a divine blessing. Your beauty and grace seem to be a step above the rest. You gain the following benefits:

- You gain a +2 bonus to Allure.
- You gain advantage on Seduction.

HORNY

Your mind is consistently filled with perverted thoughts, and you have become accustomed to a heightened level of horniness. You gain the following benefits:

- You cannot go below 1 point of Arousal
- You gain advantage on all Composure rolls.

LIMBER

With advanced flexibility, you can maneuver and contort your body with ease. You gain the following benefits:

- You gain a +2 bonus to Dexterity.
- You gain a +3 bonus to Sex.

MONSTER FUCKER

You are aroused by monsters. You have studied their anatomy in books, and now you want a closer look. You gain the following benefits:

- You gain advantage on Seduction, Sex, and Temptation rolls against monsters.
- You gain disadvantage on Composure rolls against Monsters.

NATURAL BEAUTY

When not wearing makeup, your natural beauty shines bright. Your beauty and grace make romance easy for you, and you gain the following benefits:

- You gain advantage on Seduction rolls.
- You gain a +2 bonus to Temptation.

PEROMONES

Your body naturally produces arousing pheromones, and you gain the following benefits:

- You gain advantage on Allure based rolls against members of the same or similar species to you.
- You gain advantage on Sex rolls against members of the same or similar species to you.

QUICK RECOVERY

Years of practice and hard work give you the ability to recover after sex faster than most. You gain the following benefits:

- During sex, your refractory period is cut to 30 seconds.
- During combat, you are not stunned if you climax.

RADIANT SEXUALITY

Your sexual skills are magical in a very literal sense. When you climax your body softly glows, and you gain the following benefits:

- Your body is considered a magic weapon for 1 minute.
- Unarmed attacks deal radiant damage for 1 minute.

RUGGED APPEARANCE

A clean cut appearance is not the only way to be attractive. When you are disheveled or dirty, your allure goes up. You gain the following benefits:

- For every day of travel, hard labor, combat, etc, that you go without cleaning yourself, you gain +1 bonus Allure up



to a maximum +4 Allure.

- Your bonus Allure is only visual. If you allow your smell to get out of control you will instead take a -2 to Allure.

SEXUAL FOCUS

You have achieved the knowledge and skills required to extend sexual encounters, and you gain the following benefits:

- You gain advantage on Composure rolls during sex.
- For you sex qualifies as a short rest if you last longer than 30 minutes.

SIZE QUEEN

You have pushed your body to its limits and beyond, you gain the following benefit:

- You can have sex with creatures up to two sizes larger than you without difficulty.

STERILE

Whether it was by accident or on purpose, you are no longer capable either of getting pregnant or getting anyone else pregnant through non magical means.

VIRILITY

Your body has gotten stronger and tougher over the years. You gain the following benefits:

- You gain 5 additional hit points each time you level up.
- You gain a +1 bonus to Composure.
- You gain a +1 bonus to Strength.

WINGMAN

You are a true ally, lifting up those around you. You can bring out the best in others, granting you the following benefits:

- You can grant all allies within 15 feet of you advantage on Persuasion, Seduction, and Temptation rolls.
- You will take a -1 to Allure.

SPELLS

These spells are additional sexually specific spells that can be added to your campaign. The spell list is organized by class and level, with the spell descriptions listed separately on the following pages.

BARD SPELLS

CANTRIPS (0 LEVEL)

Coiffurist Groom
Delicate Hand

1ST LEVEL

Animate Art
Bedroom Eyes
Borrowed Sensation
Detect Kink
Drunkard's Discernment
Lover's Protection

2ND LEVEL

Alluring Image
Distant Admiration
Enhanced Allure
Enhanced Composure
Skilled Lover
Unseen Lover

3RD LEVEL

Bestow Kink
Jealousy
Strip
Tantalize

4TH LEVEL

Cupid's Arrow
Desperation
Lover's Grotto
Mass Alluring Image
Shared Sensation
Targeted Attraction

5TH LEVEL

Cuck's Rage
Heavenly Sensation
Mass Enhance Allure
True Love's Kiss

6TH LEVEL

Mass Tantalize

7TH LEVEL

True Beauty

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Detect Fertility
Detect Pregnancy

1ST LEVEL

Animate Art
Lover's Protection

2ND LEVEL

Aftercare
Enhanced Composure
Genderbend
Healing Touch
Heat
Skilled Lover

3RD LEVEL

Cursed Climax
Jealousy
Soulbond
Virgin Mind

4TH LEVEL

Blessed Pregnancy
Cupid's Arrow
Impotence
Mass Alluring Image
Ovulation
Shared Sensation
Spirit Sensation

5TH LEVEL

Heavenly Sensation
True Love's Kiss

6TH LEVEL

Shame
Tethered Soul

DRUID SPELLS

CANTRIPS (0 LEVEL)

Detect Fertility
Detect Pregnancy

1ST LEVEL

Bedroom Eyes

2ND LEVEL

Healing Touch
Heat
Genderbend
Pheromones

3RD LEVEL

Bestow Kink
Privacy
Strip

4TH LEVEL

Desperation
Spirit Sensation
Targeted Attraction

5TH LEVEL

True Love's Kiss

PALADIN SPELLS

1ST LEVEL

Bedroom Eyes
Detect Kink

2ND LEVEL

Distant Admiration
Enhanced Allure
Enhanced Composure

3RD LEVEL

Jealousy
Virgin Mind

4TH LEVEL

Blessed Pregnancy
Impotence

5TH LEVEL

Mass Enhance Allure

RANGER SPELLS

1ST LEVEL

Borrowed Sensation

2ND LEVEL

Heat
Pheromones

3RD LEVEL

Jealousy
Privacy

4TH LEVEL

Shared Sensation
Targeted Attraction

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Coiffurist Groom
Delicate Hand

1ST LEVEL

Animate Art
Bedroom Eyes
Borrowed Sensation
Lover's Protection

2ND LEVEL

Alluring Image
Distant Admiration
Enhanced Allure
Genderbend
Unseen Lover

3RD LEVEL

Bestow Kink
Cursed Climax
Jealousy
Privacy
Strip
Tantalize

4TH LEVEL

Desperation
Impotence
Lover's Grotto
Mass Alluring Image
Shared Sensation
Spirit Sensation

5TH LEVEL

Cuck's Rage
Mass Enhance Allure

6TH LEVEL

Mass Tantalize

7TH LEVEL

True Beauty

3RD LEVEL

Bestow Kink
Cursed Climax
Jealousy
Privacy
Strip
Tantalize

4TH LEVEL

Desperation
Impotence
Lover's Grotto
Mass Alluring Image
Shared Sensation
Spirit Sensation

5TH LEVEL

Cuck's Rage
Mass Enhance Allure

6TH LEVEL

Mass Tantalize

7TH LEVEL

True Beauty

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Coiffurist Groom
Delicate Hand

1ST LEVEL

Animate Art
Bedroom Eyes
Borrowed Sensation
Lover's Protection

2ND LEVEL

Alluring Image
Distant Admiration
Enhanced Allure
Genderbend
Unseen Lover

3RD LEVEL

Bestow Kink
Cursed Climax

Jealousy
Privacy
Strip
Tantalize

4TH LEVEL

Desperation
Impotence
Lover's Grotto
Mass Alluring Image
Shared Sensation
Spirit Sensation

5TH LEVEL

Cuck's Rage
Mass Enhance Allure

6TH LEVEL

Mass Tantalize

7TH LEVEL

True Beauty

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Coiffurist Groom
Delicate Hand

1ST LEVEL

Animate Art
Bedroom Eyes
Borrowed Sensation
Detect Kink
Lover's Protection

2ND LEVEL

Alluring Image
Distant Admiration
Enhanced Allure
Genderbend
Unseen Lover



SPELL DESCRIPTIONS

The spells are listed in alphabetical order.

ALLURING IMAGE

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create an image within the mind of one creature you can see within range, the image will take the form of whatever the creature finds the most attractive.

AFTERCARE

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cotton cloth)

Duration: Instantaneous

After a creature has climaxed, you can take one minute and heal them for 2d10 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

ANIMATE ART

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

Casting this spell on a work of art within range will cause the art to appear to be moving. Paintings, sculptures, etc. The movement is limited to the frame or base of the artwork.

BEDROOM EYES

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This spell grants one willing creature the ability to see a faint magical aura around anyone who has had sex in the past 24 hours

BESTOW KINK

3rd-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour

A creature that you touch must make a Wisdom saving throw or gain one kink of your choosing. If the creature

already has the kink that you chose, then there will be no effect.

BLESSED PREGNANCY

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a silver chain and a piece of fruit)

Duration: 1 week

Casting this spell on a willing pregnant creature will protect the baby from any harm suffered by the creature for the duration of the spell. If the creature dies while the spell is active, you have 1 hour to revive the creature, or the baby will die as well.

BORROWED SENSATION

1st-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A creature that you touch must make a Wisdom saving throw or you gain the ability to feel everything that the creature is feeling. If the target creature is harmed during the spell's duration, you will feel the pain but you will take no damage.

At Higher Levels. The duration of the spell is increased by 1 hour per spell level.



COIFFURIST GROOM

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: Instantaneous

You can shorten or lengthen a willing creature's hair up to one inch per cast. You can also change the color, texture, or style of their hair. You can remove hair anywhere on the body, but you cannot add hair that would not naturally grow.

CUPID'S ARROW

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You can make one creature within range roll a Wisdom saving throw and on a failed save the creature will fall in love with another creature of your choice for the duration of the spell.

CUCK'S RAGE

5th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (crushed flower petals)

Duration: 1 hour

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save, you convince the creature that one of its allies has recently had sex with their sexual partner. If they do not have a sexual partner, then they will believe that they do for the duration of the spell. They will consider the target ally as an enemy and attack them if given the opportunity.

CURSED CLIMAX

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood and a iron ring)

Duration: 3 days

You choose one creature that you can see within range, and they have to make a Constitution saving throw. If a creature affected by this spell attempts to climax within the duration of the spell, they will take 1d10 psychic damage. After climaxing, the creature will maintain all three Arousal points until they are able to climax again. The creature will not be able to climax again for 24 hours.

DELICATE HAND

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a semi transparent hand at a point you choose within range. You can use your action to control the hand, and you are able to feel physical sensations through the hand. The hand is not strong enough to lift anything, it is only able to touch and feel.

DESPERATION

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: S, M (a small metal ring)

Duration: Until climax

You choose one creature that you can see within range, and they have to make a Constitution saving throw. An affected creature has a -5 to all ability checks until it is able to climax.

DETECT KINK

1st-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save you gain knowledge of any and all kinks or fetishes that the creature possesses.

DETECT FERTILITY

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You can cast this on one willing creature and gain understanding of their level of fertility. This includes but is not limited to: infertility, magically enhanced fertility, and current ovulation period.



DETECT PREGNANCY

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You can cast this on one willing creature to determine if the creature is currently pregnant.

DISTANT ADMIRATION

2nd-level abjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a pink thread and a folded paper)

Duration: 1 minute

You choose one creature that you can see within range, and they have to make a Charisma saving throw. Any affected creature is incapable of getting within 15ft of any creature with a higher level of Allure.

DRUNKARD'S DISCERNMENT

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

A creature that you touch must make a Wisdom saving throw, and on a failed save, the creature will perceive everyone they see as more attractive than before. The creature will have a -3 to Composure, and any creatures interacting with it will gain a +3 to Allure, Seduction, and Temptation.

ENHANCED ALLURE

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

One willing creature that you touch gains a +4 to Allure for the duration.

ENHANCED COMPOSURE

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

One willing creature that you touch gains a +4 to Composure for the duration.

GENDERBEND

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (1 silver coin and 1 gold coin)

Duration: 1 hour

You can change the sex and gender expression of one willing creature for the duration. The spell can be dropped by the creature at any point.

HEALING TOUCH

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 2d10 + your spellcasting ability modifier. The creature will also gain 1 point of Arousal. This spell has no effect on undead or constructs.

HEAT

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 10 minutes

You choose one creature that you can see within range, and they have to make a Constitution saving throw. On a failed save, the creature will gain 1 point of Arousal.

HEAVENLY SENSATION

5th-level enchantment

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Up to 5 willing creatures have their senses enhanced for the duration of the spell. Things feel better, smell better, look better, etc. They gain advantage on all perception, investigation, and sex rolls. If a healing spell is cast on a creature while this effect is active, they will receive the maximum healing possible.

IMPOTENCE

4th-level necromancy

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (1 chicken egg and a broken stick)

Duration: Until dispelled

A creature that you touch must make a Constitution saving throw, and on a failed save, the creature will be unable



to get pregnant or to impregnate someone else for the duration of the spell. They will also take a -4 to charisma and a -2 to allure for the duration.

JEALOUSY

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save, you cause them to become jealous of one of their allies. For the duration of the spell, the creature will act aggressive and distrusting of their ally.

LOVER'S PROTECTION

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (any contraceptive)

Duration: 12 hours

For the duration of the spell, one willing creature is unable to either get pregnant or impregnate someone else.

LOVER'S GROTTTO

4th-level conjuration

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (a small wooden rod and 2 smooth stones)

Duration: 8 hours

You create a 10-foot-radius immobile dome of force within range. The spell will end if you move beyond the range of the spell. Up to 9 creatures of your choosing can pass in and out of the dome freely. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

The dome acts like an extradimensional space, and when no one is inside of the dome, you are able to alter the interior to look however you choose so long as everything you create fits within the 10-foot-radius. Anything created within the dome can not be removed from the dome.

Any creatures that climax while within the dome gain the ability to complete a long rest in half the time it would normally take them while inside of the dome.

MASS ALLURING IMAGE

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 minute

Using an action, you can target up to six creatures that you can see within range to make a Wisdom saving throw. You create an image within the mind of each creature that fails, the images will take the form of whatever the individual creatures find the most attractive.

MASS ENHANCE ALLURE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 2 hours

Up to six willing creatures within range gain a +4 to Allure for the duration.

MASS TANTALIZE

6th-level enchantment

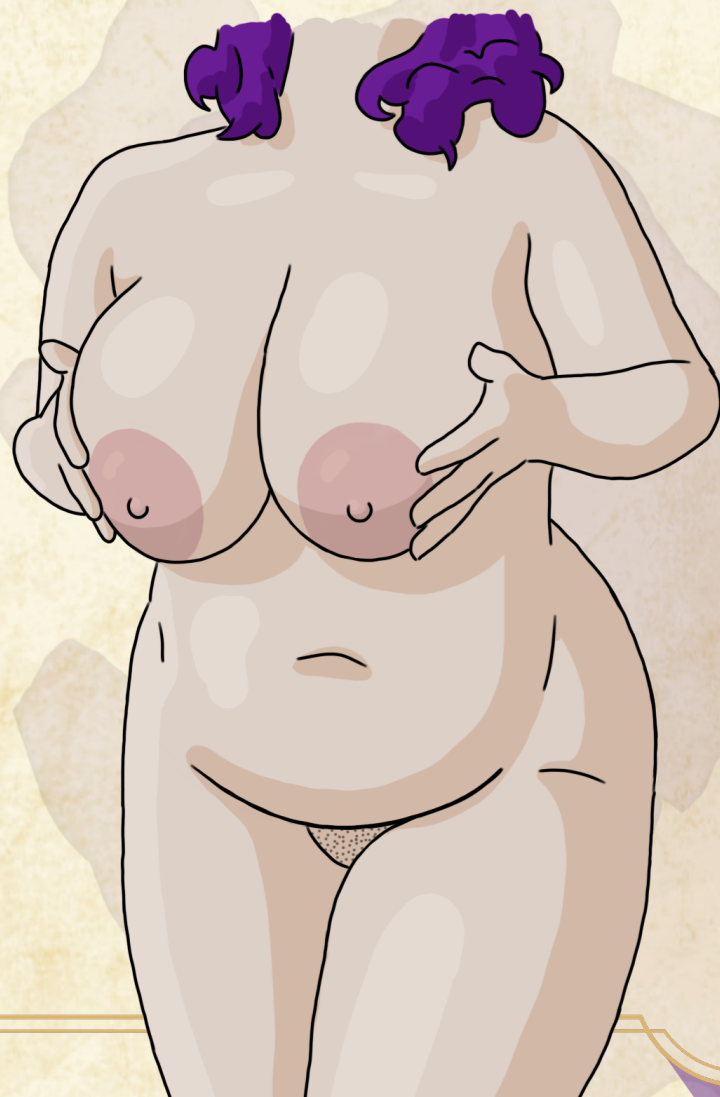
Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of spice and 1 platinum)

Duration: Instantaneous

Up to 10 creatures that you choose within range must make a Constitution saving throw. A target gains two points of Arousal on a failed save, or one point of Arousal on a success.



OVULATION

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

By casting this spell on a willing creature, you increase their chance of being impregnated during sex. After sex, when a player would roll for pregnancy, they will now roll 1d4 and on a 1 the creature is impregnated.

PEROMONES

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 24 hours

Casting this spell causes one willing creature to release sexual pheromones for the duration of the spell. The creature will gain a +5 to Allure for creatures of the same or similar species.

PRIVACY

3rd-level illusion

Casting Time: 1 minute

Range: 30 feet

Components: S

Duration: 12 hours

By casting this spell on a room, you can prevent any attempts to perceive you from outside of the room. The spell protects against all forms of divination magic, and the room is fully soundproof for the duration. The caster must remain within the room or the spell will drop.

SHAME

6th-level enchantment

Casting Time: 1 action

Range: 120

Components: V

Duration: Concentration, up to 1 minute

You choose one creature that you can see within range, and they have to make a Constitution saving throw. If the creature fails and has had sex in the past 24 hours, the creature will become deeply ashamed of their actions. The creature must use its movement to get as far as it can from any other creature.

SHARED SENSATION

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Two willing creatures gain the ability to feel everything that the other creature is feeling. Each creature can feel both their own sensations and the sensations of the other. If either creature is harmed during the spell's duration, the other will feel the pain but will take no damage.

At Higher Levels. The duration of the spell is increased by 1 hour per additional spell level.

SKILLED LOVER

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bottle of lubricant)

Duration: 1 hour

This spell grants one willing creature advantage on Sex rolls.

SOULBOND

3rd-level evocation

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (a red thread and 2 silver rings)

Duration: Until dispelled

When you cast this spell on two willing creatures, you link their souls together until one of the creatures dies or the spell is dispelled. While the spell is active, each creature has an intuitive knowledge of the health and wellbeing of the bonded creature as well as a general idea of the distance between them. A creature can only be bound to one creature at a time.



SPIRIT SENSATION

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell allows one willing creature to gain the ability to touch and interact with ghosts and other non physical beings.

STRIP

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of torn cloth)

Duration: 1 minute

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. An affected creature is overcome with a desire to remove all nonmagical clothing and armor.

TANTALIZE

3rd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of spice)

Duration: Instantaneous

One creature that you can see within range must make a Constitution saving throw. A target gains two points of Arousal on a failed save, or one point of Arousal on a success.

TARGETED ATTRACTION

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save, you can control what types of creatures they are attracted to. For the duration of the spell, the creature is only attracted to one type of creature that you specify.

TETHERED SOUL

6th-level evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (2 platinum coins and a diamond worth 100 gp)

Duration: 24 hours

When you cast this spell on two willing creatures, you

create a temporary link between their souls. While the spell is active, each creature can cast any spell that the other creature knows.

TRUE BEAUTY

7th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small mirror and a ruby worth 100 gp)

Duration: 12 hours

A willing creature's base Allure is set to 20 for the duration of the spell.

TRUE LOVE'S KISS

5th-level evocation

Casting Time: 1 minute

Range: Touch (kiss)

Components: V, S, M (a diamond worth 100 gp and a bottle of aphrodisiac)

Duration: Instantaneous

With a kiss, you return a dead creature you touch to life, as long as it hasn't been dead for more than 24 hours. When the creature returns, it will have 1hp and 3 points of Arousal. The creature can only be healed 1hp per hour until the creature manages to climax.

UNSEEN LOVER

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a piece of string and a small feather)

Duration: 1 hour

This spell creates an invisible mindless force that performs sexual tasks at your command until the spell ends. You create the Lover in an unoccupied space on the ground within range. All of the Lover's stats are 0, except its sexual stats, which are equal to that of the caster. The Lover is able to engage in any sexual task or position that an average person can.

VIRGIN MIND

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. For the duration of the spell, an affected creature will lose any knowledge about sex or sexuality. The creature will roll any Composure, Insight, or Perception rolls.



MONSTERS

You can add Allure or give new spells to any monster, but these are the monsters that explicitly utilize the new sex based systems.



BLUE JELLY

Blue jellies are light blue slimy blobs that can slide under doors and through narrow cracks to find food. Blue jellies primarily eat different kinds of fabric and they have a particular interest in clothing and armor. If a creature happens to be inside of those clothes then it will consume them as well.

Slow Death. An ooze kills its prey slowly. Some varieties, such as black puddings and gelatinous cubes, engulf creatures to prevent escape. The only upside of this torturous death is that a victim's comrades can come to the rescue before it is too late.

Discerning Taste. If a blue jelly has fully dissolved the clothes of its prey and the prey is still struggling then the Jelly will often release the creature and look for a different source of food.

Aphrodisiac. Some oozes use chemical aphrodisiacs to sedate their prey and further prevent them from escaping.

Liquid Form. An ooze's body acts as a liquid allowing it to squeeze through spaces as small as 1-inch-diameter.

Ooze Nature. An ooze doesn't require sleep.

BLUE JELLY

Large ooze, unaligned

Armor Class 8
Hit Points 55 (7d10 + 15)
Speed 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
15 (+2)	6 (-1)	14 (+2)	2 (-4)	2 (-4)	1 (-5)	3 (-2)

Damage Resistances acid, cold
Damage Immunities lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60ft. (blind beyond this radius), passive Perception 8
Languages -
Challenge 3 (700 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Aphrodisiac. A creature that touches the jelly or hits it with a melee attack while within 5 feet of it must make a DC 12 Constitution saving throw. On a failed save they gain 1 point of Arousal.

Corrosive Form. A creature that touches the jelly or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. Any nonmagical items, weapons, or clothes that touch the jelly will take a permanent and cumulative -1 penalty. Fabric is destroyed at -3, wood is destroyed at -4, and metal is destroyed at -5.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reaction

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.



DANGLE ROPER

Large monstrosity, neutral evil

Armor Class 20 (Natural Armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)	5 (-3)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 5 (1,800 XP)

Aphrodisiac. When the dangle roper grapples a creature with its tendrils the creature must make a DC 12 Constitution saving throw. On a failed save they gain 1 point of Arousal.

False Appearance. While the dangle roper remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a

replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its slam.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Slam. Melee Weapon Attack: +7 to hit, reach 20 ft., one target. Hit: 22 (4d8 + 4) bludgeoning damage. When the dangle roper has a creature grappled it can slam the creature into the ceiling, a wall, the floor, or another creature.

Reel. The dangle roper pulls each creature grappled by it up to 25 feet straight toward it.

DANGLE ROPER

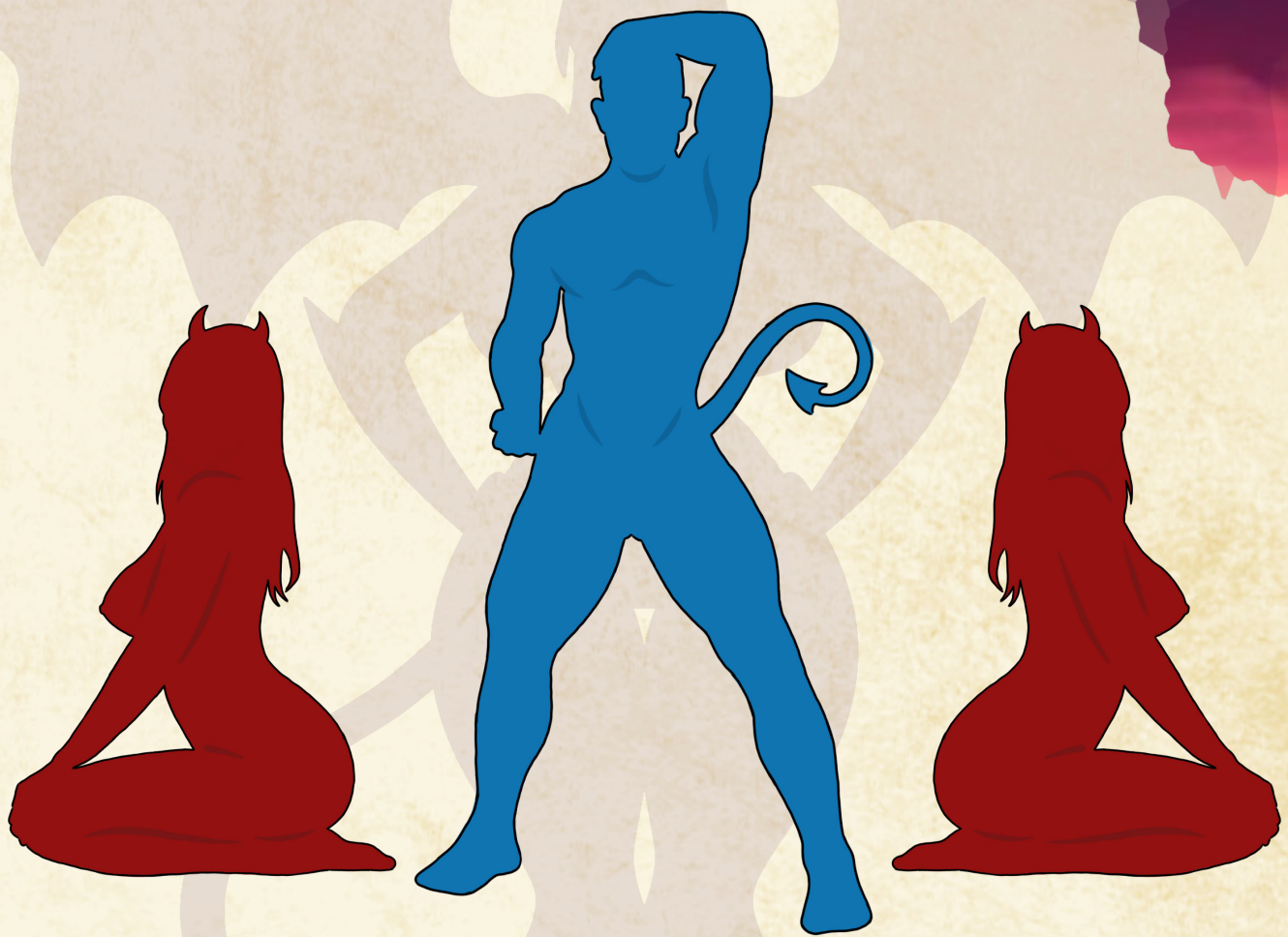
Hanging from the ceilings of caves and caverns a dangle roper blends in with the natural rock. Eating anything that comes within its reach it will lift its prey into the air and consume it high above any potential allies.

Silent Hunters. A dangle roper waits patiently for its prey to walk beneath it. They will often pick targets that are either alone or at the back of a group, silently wrapping their tendrils around the creature and covering its mouth.

Soothing Tendrils. A dangle roper has six nubs set along its body, through which it extrudes sticky tendrils that bond to whatever they touch. Each tendril is capable of secreting chemicals to either calm or arouse their prey sapping its strength, so the prey can struggle only weakly as the dangle roper reels it in. If a tendril is cut through or broken, the dangle roper produces a new one to replace it.

Ovipositors. Dangle ropers have a parasitic reproduction cycle. If they are not hungry they will hold their prey captive and lay their eggs inside of them before lowering them back to the ground.





FUCCUBUS

The Fuccubus is a non gendered sexual entity residing within the lower planes. When a Succubus or Incubus grows powerful enough, they earn the right to challenge the current Fuccubus for their title. There is only ever one Fuccubus at a time. The Fuccubus' power is on a level equal to that of the Demon Princes, though they have no interest in affairs of one another.

Pure Eroticism. No one can stand within the presence of the Fuccubus for long without being enthralled by their raw beauty and power. Even the most chaste of mortals will grovel at their feet for the honor of laying with them.

Lover Not a Fighter. While the Fuccubus is undoubtedly powerful, they have no desire for violence or bloodshed. If given the opportunity, they will resolve every conflict through sex.

Shifting Form. The true form of the Fuccubus looks different to each creature that looks upon them. While their demonic characteristics remains, their sex, body proportions, and coloration are tailored to be the most attractive form possible for each creature.

Endless Pleasure. The Fuccubus' domain is one of pure ecstasy and erotic bliss. Many an adventurer has traveled to their domain in an attempt to slay the Fuccubus, but none has ever returned, not because they are dead; they just don't want to leave.

FUCCUBUS

Large fiend (shapechanger), neutral evil

Armor Class 20 (Natural Armor)

Hit Points 346 (33d10 + 165)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
16 (+3)	22 (+6)	21 (+5)	23 (+6)	21 (+5)	26 (+8)	30 (+10)

Saving Throws DEX +9, CON +12, WIS +12

Skills Deception +15, Insight +12, Perception +12, Persuasion +15, Sex +20, Seduction +15, Temptation +16

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Limitless Arousal. The Fuccubus has complete and total control over when they climax. Abilities or spells that add points of arousal have little to no effect on the Fuccubus. They have an infinite pool of Arousal points and can never reach max Arousal.

Shapechanger. The Fuccubus can use their action to polymorph into a form that resembles a Small, Medium, or Large humanoid, or back into their true form. Aside from their size, their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed.

Innate Spellcasting. The Fuccubus's spellcasting ability is Charisma (spell save DC 24). They can innately cast the following spells, requiring no material components:

At will: *charm person*, *crown of madness*, *detect kink*, *detect magic*, *dispel magic*, *dissonant whispers*, *heat*, *jealousy*, *strip*

3/day each: *counterspell*, *cursed climax*, *darkness*, *dominate person*, *lover's grotto*, *sanctuary*, *tantalize*, *telekinesis*, *teleport*

1/day each: *dominate monster*, *greater invisibility*, *mass tantalize*

Legendary Resistance (3/Day). If the Fuccubus fails a saving throw, they can choose to succeed instead.

Magic Resistance. The Fuccubus has advantage on saving

throws against spells and other magical effects.

Magic Weapons. The Fuccubus's weapon attacks are magical.

ACTIONS

Multiattack. The Fuccubus attacks twice with the Shifting of Blade.

Shifting Blade (Any Weapon). Melee Weapon Attack: +14 to hit, reach 5-15 ft., one target. Hit: 20 (4d6 + 6) slashing damage plus 10 (3d6) fire damage. *(the type of damage "slashing, bludgeoning, piercing, etc" will change depending on what type of weapon the Shifting Blade currently is)*

Alluring Presence. Each creature of the Fuccubus's choice within 120 feet of them and aware of them must succeed on a DC 18 Wisdom saving throw or gain their maximum Arousal. A creature can repeat the saving throw at the end of each of its turns to attempt to lower their Arousal by 1 point. These later saves have disadvantage if the Fuccubus is within line of sight of the creature. If a creature climaxes while under the effects of the Alluring Presence they become charmed by the Fuccubus.

After a creature either successfully saves or the effect ends, the creature is immune to the effect for 1 minute.

Etherealness. The Fuccubus magically enters the Ethereal Plane from the Material Plane, or vice versa.

Teleport. The Fuccubus magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.

LEGENDARY ACTIONS

The Fuccubus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Fuccubus regains spent legendary actions at the start of their turn.

Attack. The Fuccubus attacks once with the Shifting Blade.

Play With Me. One creature charmed by the Fuccubus that the fuccubus can see must use its reaction to move up to its speed as the Fuccubus directs.

Let Loose. The Fuccubus casts heat or strip.

Teleport. The Fuccubus uses their Teleport action.

INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)	25 (+7)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 5 (1,800 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

INCUBUS

An incubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Incubi live for the sole purpose of tempting and corrupting mortals. An incubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.

Slow Corruptors. Incubi rarely if ever use magic or charms to tempt mortals, finding it much more fun to slowly break down their moral walls. Once a mortal's soul has been completely corrupted by the incubus, it will either kill the mortal or keep them as a servant until their death. An incubus will only charm a victim magically as a form of self defense, as the actions of a charmed individual will have no corruptive influence on the mortal's soul.

Selfish Lovers. When an Incubus has sex, it has no concern for its partner's pleasure. While they are pleasant to look at, the act of sex with an incubus can actually be

quite painful. As they have sex, they corrupt the soul and body of the one that they are with and leave a deep empty feeling in their partner for days after they are done. There are some instances in which an incubus will attend to the sexual needs of their partner, but these are not common.

Hellish fertility. Incubi are extremely fertile creatures, having sex with one will result in pregnancy 50% of the time.

INCUBUS (FEMALE)

While an incubus is typically depicted in a male form, that is not always the case. A female incubus is a lower level variant of the more common male incubus. An incubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Incubi live for the sole purpose of tempting and corrupting mortals. An incubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.



INCUBUS (FEMALE)

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 55 (11d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
7 (-2)	16 (+3)	11 (+0)	14 (+2)	11 (+1)	18 (+4)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

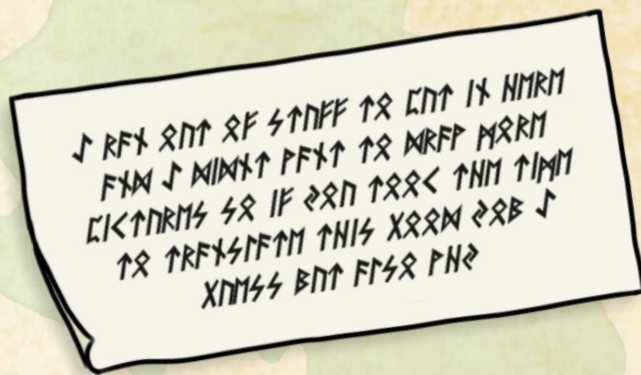
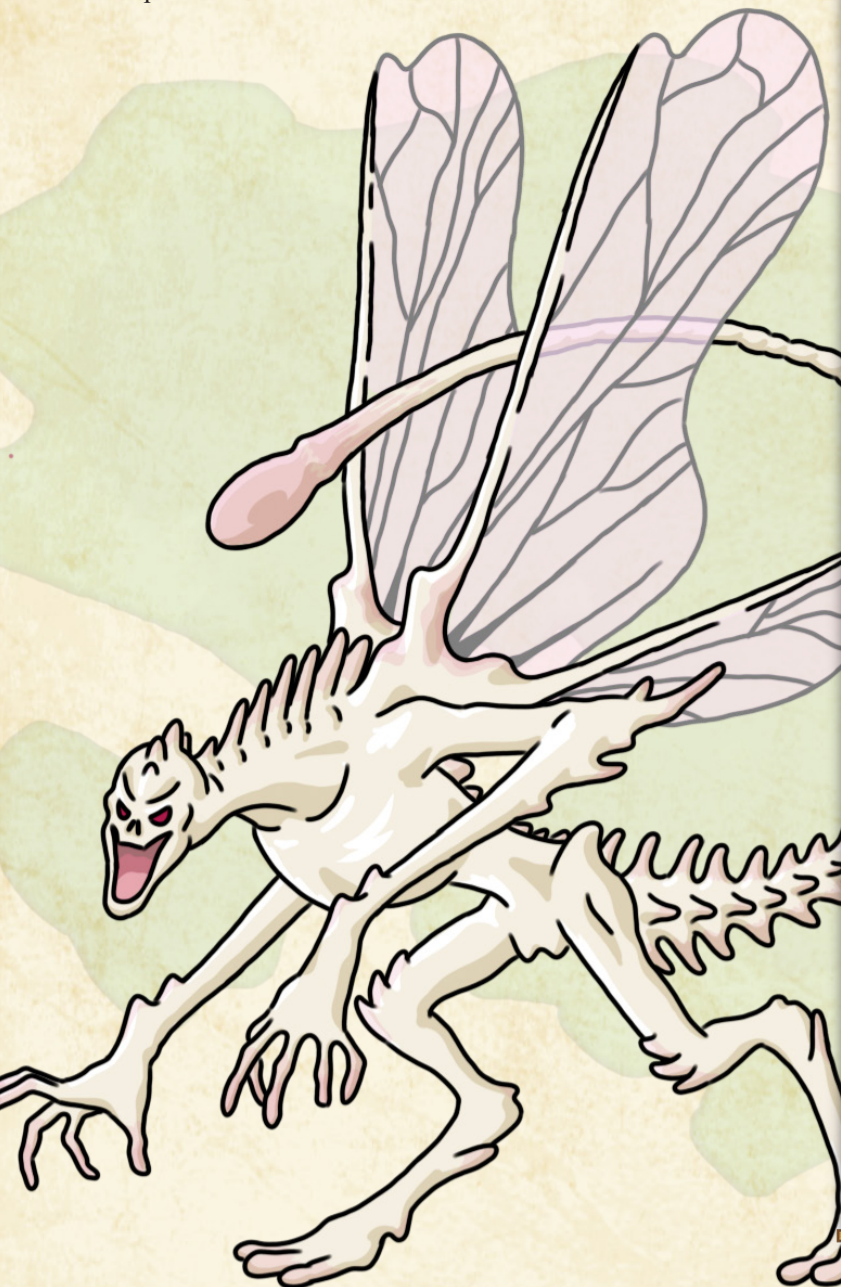
Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 14 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LESSER BONE DEVIL

When a bone devil is under the care of the Fuccubus, it will become a lesser bone devil. Its body will shrink in size, and its sharp edges will be smoothed out. But most importantly, it will be infused with a powerful lust and a desire to mate.

Horny. A lesser bone devil is constantly in a state of maximum arousal and will seek to mate with any mortal creatures that it can find.

Soft Edges. While it is by no means a gentle lover, the lesser bone devil's body is built to be as pleasurable as possible for mortal creatures. Several rounded phallic protrusion across its body can be used to pleasure multiple partners at once. Always hard and studded for your pleasure.



LESSER BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 126 (14d10 + 50)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
17 (+3)	15 (+2)	17 (+3)	12 (+1)	13 (+1)	15 (+2)	12 (+1)

Saving Throws INT +5, WIS +6, CHA +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *bedroom eyes*, *cursed climax*, *detect kink*, *silent image*

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its tail.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Tail Slam. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

LOST LOVER

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Beautiful Visage. Any creature that attempts to attack the ghost will need to succeed on a DC 13 Wisdom saving throw. On a failed save the creature will be unable to attack the ghost and they will be at disadvantage on all ability checks while the ghost is within line of sight.



LOST LOVER

When a creature dies during sex, it is possible to become a lost lover, wandering the earth forever cursed to search for people to touch them. Longing for a pleasure and a release that will never come.

Unfinished Business. A ghost yearns to complete some unresolved task from its life, and for the lost lover, that task is sex. The longer that it goes without completing its unfinished business, the more distraught they will become.

Undead Nature. A ghost doesn't require air, food, drink, or sleep.





LUST BEETLE

Large monstrosity, chaotic neutral

Armor Class 18 (Natural Armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
20 (+5)	13 (+2)	16 (+3)	9 (-1)	10 (+0)	11 (+0)	8 (-1)

Senses darkvision 120 ft., lustsense 60 ft., passive Perception 12

Languages Lust Beetle

Challenge 5 (1,800 XP)

Lustsense. The lust beetle can pinpoint, by scent, the location of creatures with at least 1 point of arousal within 30 feet of it.

Tunneler. The lust beetle can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The lust beetle makes three attacks: two with its claws and one with its mandibles.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

Mandibles. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

LUST BEETLE

Lurking within tunnels and caves, the lust beetles only ever leave their homes to search for food or during their mating season. They are generally docile creatures, but during mating season, they can get quite aggressive.

Sexual Performers. Male Lust Beetles will seek out and attempt to seduce females of different species as a show of virility to the female lust beetles. If a male lust beetle finds a willing mate, he will lead them back to his cave and put on a show for the female lust beetles.

Cooperative Mating. If a female lust beetle is particularly aroused by the performance of the male, she will sometimes join in. They will lay their eggs inside of the other female's orifices, and the male will fertilize the eggs inside of the female. After this process is done, the eggs can be expelled from the body, the lust beetles will collect them and go back to their caves to rest.

MELODY WASP

Medium monstrosity, neutral evil

Armor Class 19 (Natural Armor)

Hit Points 52 (8d10 + 8)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
18 (+4)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)	6 (-2)

Damage Vulnerabilities cold

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Magic Weapons. The melody wasp's weapon attacks are magical.

Melodic Hum. While flying the melody wasp's wings produce a rhythmic hum. Any creature within 60 ft. of the wasp while it is flying must succeed on a DC 17 Wisdom saving throw or be stunned. Once a creature has succeeded once it is immune for the next 24 hours.

ACTIONS

Multiattack. The melody wasp makes two attacks: one with its sting and one with its talons.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

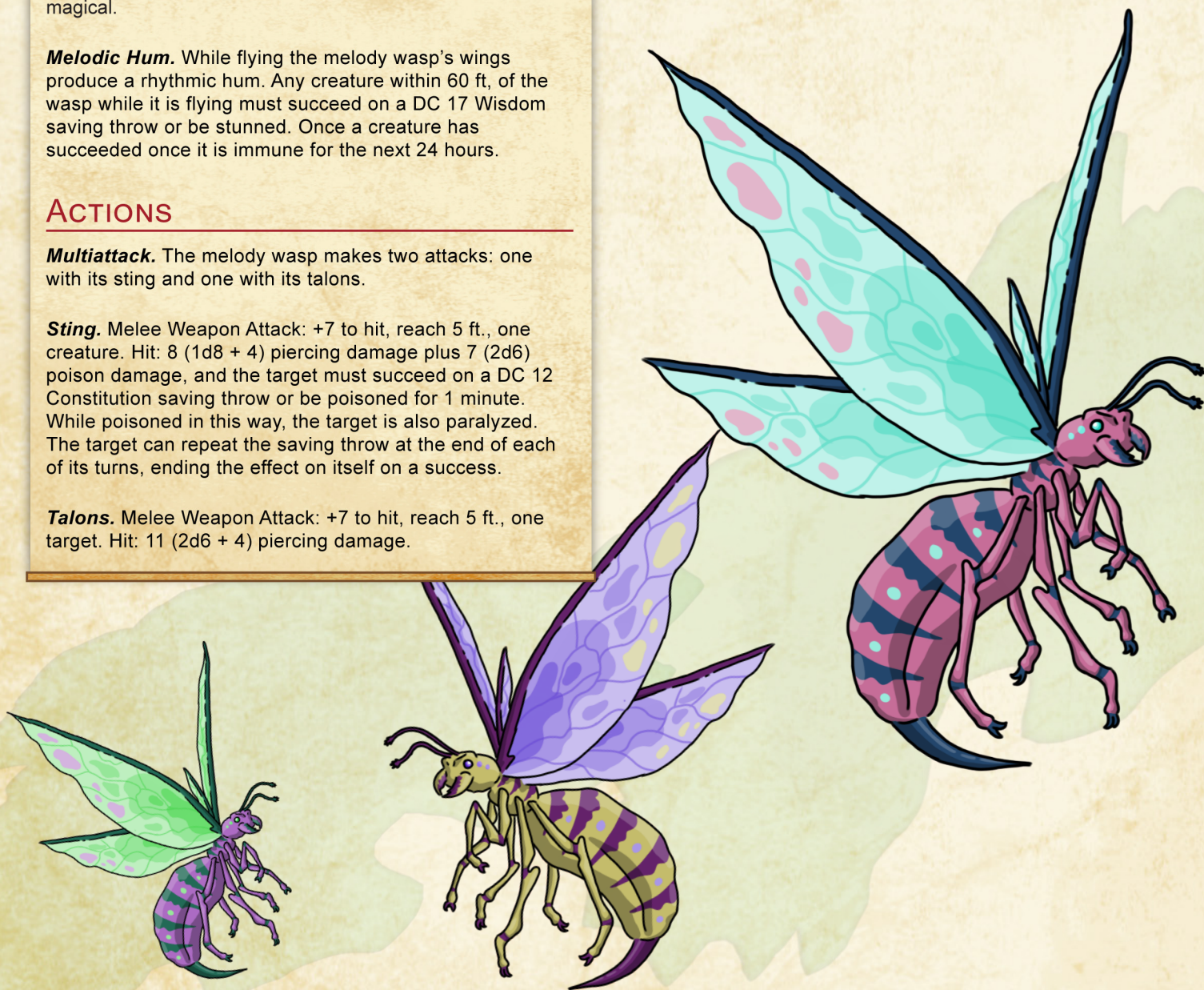
Talons. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

MELODY WASP

These large intelligent insects have a propensity for kidnapping. If hunting alone, the melody wasp will use the rhythmic sound of its wings to charm creatures. The wasps will lift the creature high into the air so that it is almost impossible to escape once captured. Once captured, the melody wasp will either take their prey back to their hive, or attempt to copulate in the air.

Pack Hunters. Melody wasps tend to hunt in packs of 4 or more. If a wasp is out hunting alone, they are likely looking for a suitable mate.

Ovipositors. Melody wasps have a parasitic reproduction cycle. If they are not hungry, they will hold their prey captive and lay their eggs inside of them before lowering them back to the ground.



PEEPING TOM

Medium undead, any alignment

Armor Class 12

Hit Points 56 (11d8 + 8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)	6 (-2)

Skills Perception +8, Stealth +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 5 (1,800 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The peeping tom enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Telekinetic Thrust. The peeping tom targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 200 pounds.

If the target is a creature, the peeping tom makes a Charisma check contested by the target's Strength check. If the peeping tom wins the contest, then it hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the peeping tom hurls it up to 30 feet in any direction. The peeping tom can use the object as a ranged weapon, attacking one creature along the object's path (+6 to hit) and dealing 15 (6d4) bludgeoning damage on a hit.

PEEPING TOM

A peeping tom is a type of ghost that likes to watch people having sex. It wanders the lands aimlessly in search of people to watch. If noticed, the peeping tom will become violent, but if it goes unnoticed, it will finish watching and move on and search for more to watch.

Voyeur. They like to watch.

Unprovoked. A peeping tom will not harm anyone unless they are noticed or something happens to interrupt what they were watching.



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PINK CUBE

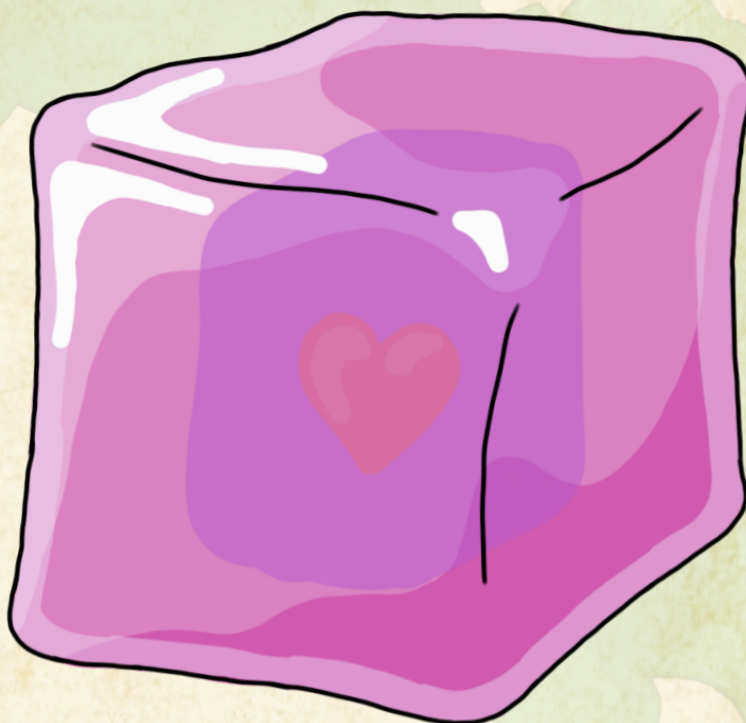
A discolored variant of the gelatinous cube, the pink cube exhibits many of the same behaviors and patterns. However the primary difference between the two is that a pink cube likes to arouse its prey while consuming it. The more aroused they are, the better they taste.

Slow Death. An ooze kills its prey slowly. Some varieties, such as black puddings and gelatinous cubes, engulf creatures to prevent escape. The only upside of this torturous death is that a victim's comrades can come to the rescue before it is too late.

Aphrodisiac. Some oozes use chemical aphrodisiacs to sedate their prey and further prevent them from escaping.

Gender Bender. When a creature is engulfed by the cube, there is a chance that the aphrodisiacs within the slime will flip the creature's biological sex. Once this has occurred, they can only be restored to their original form via a greater restoration or higher. Engulfed creatures roll 1d4 when they first enter the cube, on a 1 their sex is flipped.

Ooze Nature. An ooze doesn't require sleep.



PINK CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (9d10 + 30)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	3 (-4)	20 (+5)	1 (-5)	5 (-3)	1 (-5)	2 (-4)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Aphrodisiac. A creature that touches the cube or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save they gain 1 point of Arousal.

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to

pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

ACTIONS

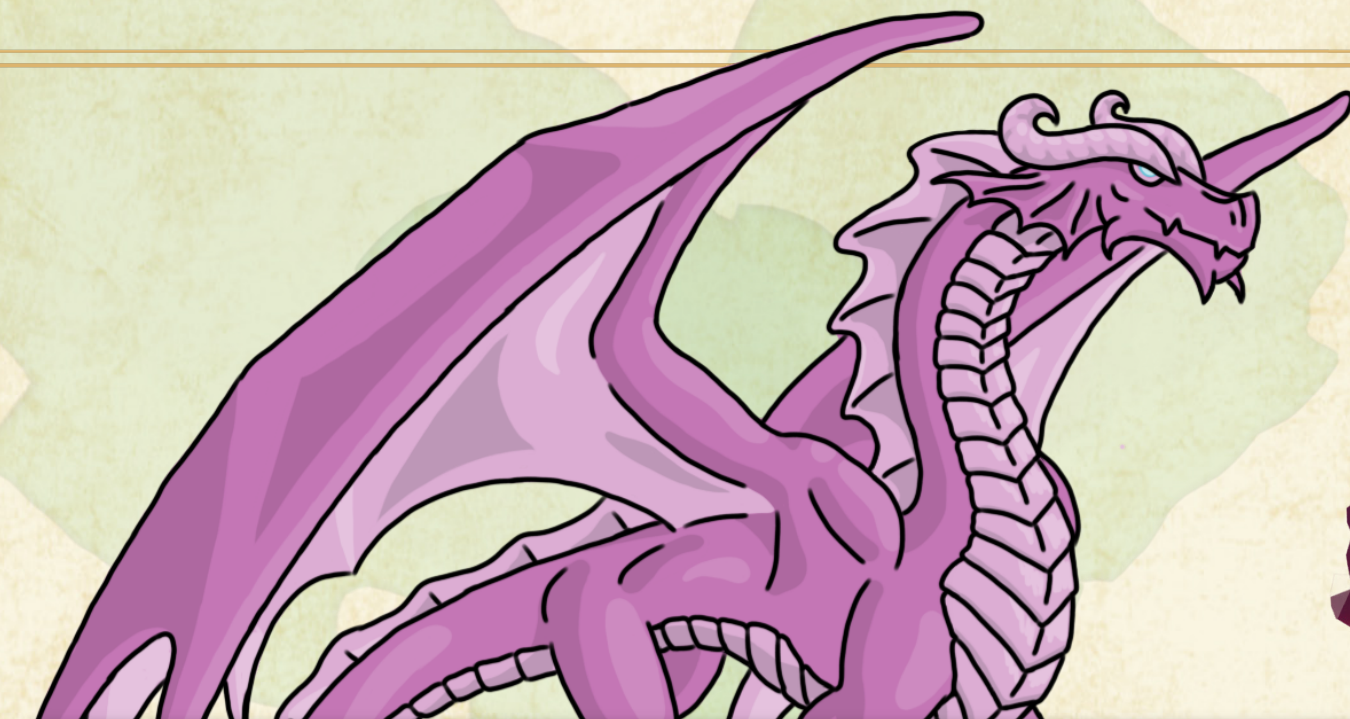
Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage and 1 point of Arousal at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



ANCIENT PINK DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	20 (+5)	21 (+5)

Saving Throws DEX +6, CON +13, WIS +8, CHA +10

Skills Perception +14, Persuasion +10, Stealth +6

Damage Resistances acid, cold, fire, lightning, poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Force Breath. The dragon exhales a beam of force in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one.

Arousing Breath. The dragon exhales a gaseous cloud of aphrodisiac in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or gain 3 points of Arousal. This effect can last up to 5 minutes.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT PINK DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)	16 (+3)

Saving Throws DEX +5, CON +10, WIS +6, CHA +8

Skills Perception +11, Persuasion +8, Stealth +5

Damage Resistances acid, cold, fire, lightning, poison

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Force Breath. The dragon exhales a beam of force in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) force damage on a failed save, or half as much damage on a successful one.

Arousing Breath. The dragon exhales a gaseous cloud of aphrodisiac in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or gain 2 points of Arousal. This effect can last up to 5 minutes.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG PINK DRAGON

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)	14 (+2)

Saving Throws DEX +3, CON +6, WIS +3, CHA +5

Skills Perception +6, Persuasion +5, Stealth +3

Damage Resistances acid, cold, fire, lightning, poison

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Force Breath. The dragon exhales a beam of force in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) force damage on a failed save, or half as much damage on a successful one.

Arousing Breath. The dragon exhales a gaseous cloud of aphrodisiac in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or gain 1 points of Arousal. This effect can last up to 5 minutes.



PINK DRAGON

One of the lesser known dragons, the pink dragon is rarely seen in its draconic form. Often preferring to disguise themselves as humans or elves in an attempt to procreate with them. While in its draconic form the pink dragon is strong like most dragons, but they do not have the anger or spite that is common in dragons. Pink dragons are well known as the lovers of the dragon world, preferring to settle any disputes nonviolently whenever possible. Pink dragons are very popular with bards.

Hidden Lovers. Pink Dragons will often disguise themselves and mingle with any local races. They are skilled in the arts of seduction and temptation and they love a good chase. The harder is is to convince someone to lay with them the more thrilling the sex will be.

One Night Stand. Pink Dragons rarely if ever return to the same creature for sex more than once. If a creature manages to have sex with a pink dragon twice they must truly be skilled in the sexual arts.



PLEASURE ELEMENTAL

Living clouds of aphrodisiac, pleasure elementals will feed off of the arousal of any creatures it can find. It will use its aphrodisiac nature to arouse its prey and then drain the sexual energy from their bodies. It will continue this process until the creature has died or it is interrupted.

Aphrodisiac. The bodies of pleasure elementals are made of a potent aphrodisiac. One breath of this aphrodisiac is enough to stop an orc in its tracks.

Arousal Eaters. Pleasure elementals are drawn to the arousal of their prey. They will often pass up on a potentially easy meal if they sense a higher level of arousal nearby.

Gaseous Form. A pleasure elemental is made from a form of gas and they are capable of squeezing their bodies through cracks and under doors.



PLEASURE ELEMENTAL

Large construct, neutral

Armor Class 15
Hit Points 90 (12d10 + 24)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages -
Challenge 5 (1,800 XP)

Aphrodisiac. A creature that enters the elemental's space or hits it with a melee attack while within 5 feet of it must make a DC 15 Constitution saving throw. On a failed save they gain 1 point of Arousal.

Gaseous Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

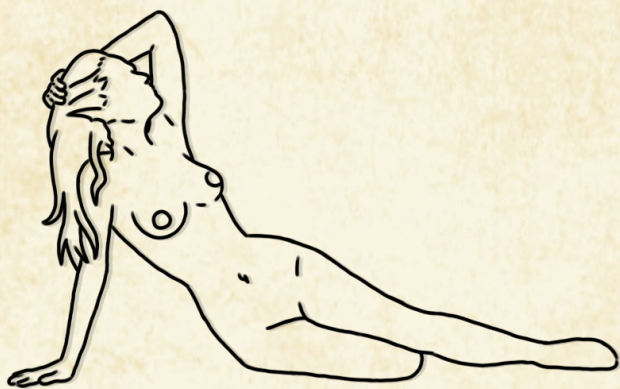
Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Throw (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or both take (1d6) bludgeoning damage and are knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.





RYVER NYMPH

Medium fey, neutral

Armor Class 18 (Natural Armor)

Hit Points 46 (8d8 + 8)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
9 (-1)	16 (+3)	11 (+0)	13 (+1)	14 (+2)	18 (+4)	22 (+6)

Skills Deception +7, Persuasion +7, Stealth +5

Damage Vulnerabilities lightning

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Amphibious. A ryver nymph can breathe both air and water.

Innate Spellcasting. The ryver nymph's innate spellcasting ability is Charisma (spell save DC 14). They can innately cast the following spells, requiring no material components:

1/day each: charm person, desperation, enhanced allure, fog cloud, heat, polymorph (self only)

Magic Resistance. A ryver nymph has advantage on saving throws against spells and other magical effects.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Siren Song. The ryver nymph sings a hauntingly beautiful song. Any creature that can hear within 100 ft. must make a DC 18 Wisdom saving throw or be charmed. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom save. On a success, the condition ends and it becomes immune to the siren's song for the next 24 hours.

RYVER NYMPH

An inland variant of the siren, these creatures appear as blue skinned elves. Their beauty is intoxicating to most mortals. Living most often in rivers or lakes, they will surface in an attempt to lure in their prey. If any creature comes too close to the ryver nymph, it will grab them and drag them into the water.

Deadly Lovers. While a ryver nymph holds a creature under water, it will attempt to mate with them. Usually the creature will die before the sex is finished, but if the creature manages to get the nymph to climax before they drown, then the nymph will release them.

Siren Song. The song of the siren sends mortals into a trance-like state, charming them and causing them to willingly throw themselves into the water.





SILVERDUST FAIRY

Fairies are known for their tricky ways, but the silverdust fairies are in a league of their own. Parties, debauchery, drugs, sex, music, anything and everything you can imagine, are commonplace in the villages of these fairies. Silverdust fairies love involving other species in their wild orgies, and so long as no one crosses any lines, a good time will be had by all.

Silverdust. These fairies produce a fine silver powder that when inhaled will increase arousal and induce verotic visions.

Party Animals. Silverdust fairies love to party, and once started, they can go for weeks on end. If a creature interrupts the party or attempts to leave early, the fairies will either ignore them or be sent into a violent rage.

SILVERDUST FAIRY

Tiny fey, neutral

Armor Class 18

Hit Points 24 (8d6)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
3 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)	15 (+2)

Skills Medicine +4, Perception +4, Seduction +3

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Illumination. The fairy sheds bright light in a 2-foot-radius and dim light up to 10 feet.

Silver Dust. The fairy has 4 doses of Silver Dust per day and can make a ranged attack to attempt to affect a target.

Innate Spellcasting. The fairy's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells:

1/day each: *bedroom eyes*, *borrowed sensation*, *confusion*, *dancing lights*, *detect evil and good*, *detect kink*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *genderbend*, *phantasmal force*, *polymorph*, *sleep*, *tantalize*

ACTIONS

Tiny Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

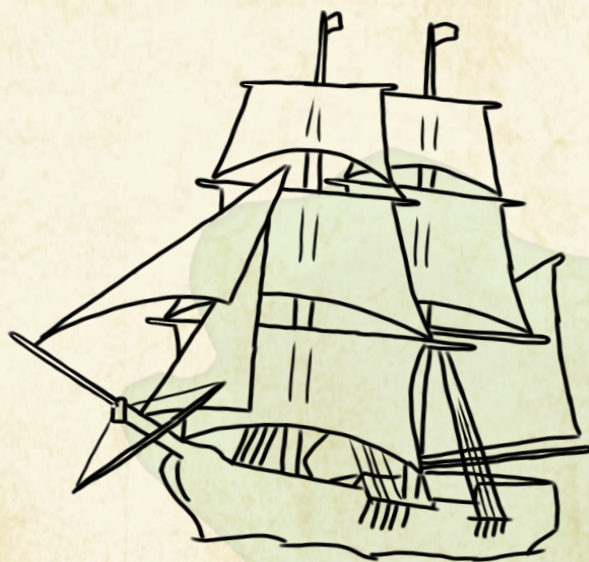
Superior Invisibility. The fairy magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

SIREN

Beautiful mermaid like creatures living in the depths of the oceans. Their beauty is intoxicating to most mortals. Swimming alongside boats they will surface in an attempt to lure in their prey. If any creature comes too close to the siren it will grab them and drag them into the water.

Deadly Lovers. While a siren holds a creature under water it will attempt to mate with them. Usually the creature will die before the sex is finished but if the creature manages to get the siren to climax before they drown then the siren will release them.

Siren Song. The song of the siren sends mortals into a trance-like state, charming them and causing them to willingly throw themselves into the water.



SIREN

Medium fey, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 46 (8d8 + 8)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
9 (-1)	16 (+3)	11 (+0)	13 (+1)	14 (+2)	18 (+4)	22 (+6)

Skills Deception +7, Persuasion +7, Stealth +5

Damage Vulnerabilities lightning

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

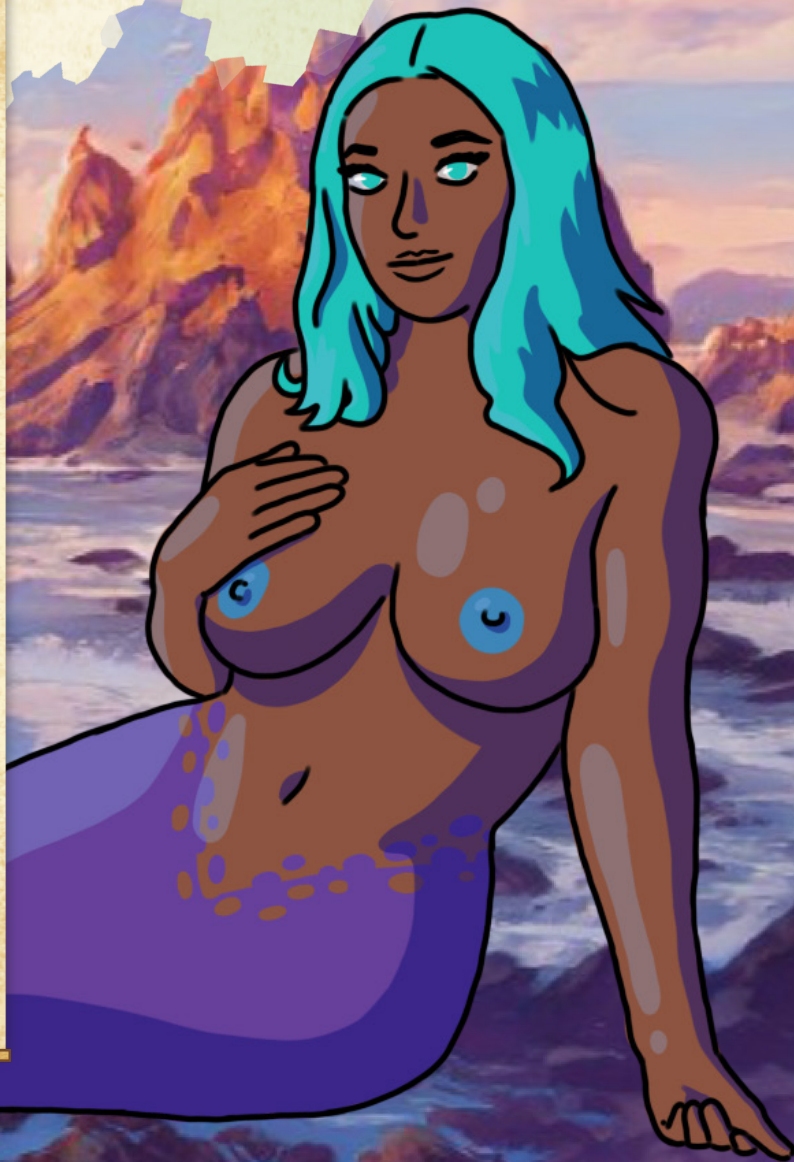
Amphibious. A siren can breathe both air and water.

Magic Resistance. A siren has advantage on saving throws against spells and other magical effects.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Siren Song. The siren sings a hauntingly beautiful song. Any creature that can hear within 100 ft. must make a DC 18 Wisdom saving throw or be charmed. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom save. On a success, the condition ends and it becomes immune to the siren's song for the next 24 hours.





SLIME GIRL

Large ooze (shapechanger), unaligned

Armor Class 12
Hit Points 98 (15d8 + 25)
Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	7 (-2)	14 (+2)	12 (+1)	9 (-1)	15 (+2)	18 (+4)

Damage Resistances acid, cold
Damage Immunities lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60ft., passive Perception 14
Languages - Common, Elvish, Sylvan, telepathy 60 ft.
Challenge 7 (2,900 XP)

Arousal Sight. The slime girl is able to sense the arousal of the creatures around it. This grants the slime blindsight on any creature with at least 1 point of Arousal within 60ft.

Amorphous. The slime girl can move through a space as narrow as 1 inch wide without squeezing.

Aphrodisiac. A creature that touches the slime or hits it with a melee attack while within 5 feet of it must make a DC 15

Constitution saving throw. On a failed save they gain 1 point of Arousal.

Shapechanger. The slime girl can use its action to alter its form into a Small or Medium humanoid, when it does its color will not change. Other than its size and speed, its statistics are the same in each form.

ACTIONS

Splash. The slime girl slings liquid from its body in a 20 foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Wrap. Using its action the slime can attempt to grapple up to 3 creatures within a 10-foot-radius. The creatures must make a DC 15 Dexterity saving throw or be pulled into the slime.

The grappled creatures are restrained and take 21 (6d6) acid damage and 1 point of Arousal at the start of each of the slime's turns. The slime's movement is halved and the grappled creatures move with it.

A grappled creature can try to escape by using their action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the slime.



SLIME GIRL

Generally speaking, an ooze is not a very intelligent creature, but that is not always the case. A slime girl is a type of ooze that can shift its form to make itself more attractive to potential prey. Its body is sticky, and once in its grasp, it is almost impossible to escape on your own.

Arousal Eaters. Slime girls are drawn to the arousal of their prey. They will often pass up on a potentially easy meal if they sense a higher level of arousal nearby.

Alluring Form. The slime girl can shift its form to increase its chances of luring in prey. It will generally shape itself into a member of the opposite sex of whatever species it is hunting. If it can tell that its form is not alluring enough, it will shift to a new form until it finds one that works.

Aphrodisiac. Some oozes use chemical aphrodisiacs to sedate their prey and further prevent them from escaping.

Liquid Form. An ooze's body acts as a liquid allowing it to squeeze through spaces as small as 1-inch-diameter.

Ooze Nature. An ooze doesn't require sleep.





STUDDED MOUND

Large construct, neutral

Armor Class 9

Hit Points 164 (17d12 + 50)

Speed 20ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA	ALL
20 (+5)	10 (+0)	18 (+4)	5 (-3)	9 (-1)	7 (-2)	2 (-4)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages -

Challenge 9 (5,000 XP)

Amorphous. The mound can move through a space as narrow as 1 foot wide without squeezing.

Aphrodisiac. A creature that touches the mound or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save they gain 1 point of Arousal.

Aversion of Fire. If the mound takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the mound magically increases in size. While enlarged, the mound is Gargantuan, doubles its damage dice with its pseudopod attack, and makes Strength checks and Strength saving throws with advantage.

Immutable Form. The mound is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The studded mound can make two attacks with its pseudopods.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 21 (6d6) bludgeoning damage plus 7 (2d6) acid damage, or 42 (12d6) bludgeoning damage while the ooze is enlarged.

STUDDED MOUND

Originally a failed flesh golem, the studded mound is a semi sentient lumpy pile of wet meat that slowly rolls around looking for creatures to absorb. Its body acts in many ways like an ooze, stretching and contorting its shape as it moves. If it finds a creature, it will engulf it and absorb its flesh into its form.

Liquid form. A studded mound's body acts as a liquid allowing it to squeeze through spaces as small as 1-foot-diameter.

Aphrodisiac. Much like some oozes, the studded mound uses chemical aphrodisiacs to sedate its prey and further prevent them from escaping.

Unsleeping. The studded mound does not require sleep.



SUCCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)	25 (+7)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 5 (1,800 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

SUCCUBUS

A succubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Succubi live for the sole purpose of tempting and corrupting mortals. A succubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.

Slow Corruptors. Succubi rarely if ever use magic or charms to tempt mortals, finding it much more fun to slowly break down their moral walls. Once a mortal's soul has been completely corrupted by the succubus, it will either kill the mortal or keep them as a servant until their death. A succubus will only charm a victim magically as a form of self defense, as the actions of a charmed individual will have no corrupting influence on the mortal's soul.

Selfish Lovers. When a succubus has sex it has no concern for its partner's pleasure. While they are peasant to look at, the act of sex with an succubus can actually be

quite painful. As they have sex, they corrupt the soul and body of the one that they are with and leave a deep empty feeling in their partner for days after they are done. There are some instances in which a succubus will attend to the sexual needs of their partner, but these are not common.

Hellish fertility. Succubi are extremely fertile creatures, having sex with one will result in pregnancy 50% of the time.

SUCCUBUS (MALE)

While a succubus is typically depicted in a female form that is not always the case. A male succubus is a lower level variant of the more common female succubus. A succubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Succubi live for the sole purpose of tempting and corrupting mortals. A succubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.



SUCCUBUS (MALE)

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 55 (11d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
7 (-2)	16 (+3)	11 (+0)	14 (+2)	11 (+1)	18 (+4)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 14 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

TENTACLE MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 13

Hit Points 65 (10d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)	6 (-2)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Aphrodisiac. Grappled creatures must make a DC 12 Constitution saving throw. On a failed save they gain 1 point of Arousal.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Swallow. A grappled creature must make a DC 15 Strength saving throw. On a failed save, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the mimic, and it takes 21 (6d6) acid damage and 1 point of Arousal at the start of each of the mimic's turns. The mimic can have only one target swallowed at a time.

If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

TENTACLE MIMIC

Mimics are shapeshifting predators able to take on the form of inanimate objects to lure creatures to their doom. In dungeons, these cunning creatures most often take the form of doors and chests, having learned that such forms attract a steady stream of prey. While most mimics prefer a toothy approach to killing their prey, the tentacle mimic utilizes a much slower tactic while eating. They grab onto prey with long tendrils and pull them into their mouth. While the mimic is holding onto its prey, it will use its tendrils to physically pleasure them and reduce their ability to escape.

Imitative Predators. Mimics can alter their outward texture to resemble wood, stone, and other basic materials, and they have evolved to assume the appearance of objects that other creatures are likely to come into contact with. A mimic in its altered form is nearly unrecognizable until potential prey blunders into its reach, whereupon the monster sprouts pseudopods and attacks.

Grasping Tendrils. The tentacle mimic usually has 6 tendrils that can extend from its body. Three of their tendrils are sticky, and it uses them to hold its prey still. The other three tendrils are used to physically pleasure the prey and sap its strength.

Aphrodisiac. The mimic's body and tendrils are coated in a powerful aphrodisiac. Exposure to this aphrodisiac will drain a creature's will to fight back and even make the experience of dying pleasurable.

Cunning Hunters. Mimics live and hunt alone, though they occasionally share their feeding grounds with other creatures. Although most mimics have only predatory intelligence, a rare few evolve greater cunning and the ability to carry on simple conversations in Common or Undercommon. Such mimics might allow safe passage through their domains or provide useful information in exchange for food.

Ovipositors. Mimics reproduce asexually laying small eggs in warm and wet locations. If they are not hungry, they will sometimes hold their prey captive and lay their eggs inside of them before releasing them.



WHOREFORGED

Medium humanoid (construct), any alignment

Armor Class 16 (natural armor)

Hit Points 36 (5d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	14 (+2)	18 (+4)

Skills Athletics +5, Perception +4, Seduction +6, Sex +4

Damage Vulnerabilities lightning

Damage Immunities poison

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Artificial Life. The whoreforged is immune to poison and disease and it does not require sleep. Magic can't put it to sleep.

ACTIONS

Multiattack. The whoreforged makes two melee attacks.

Hidden Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.



WHOREFORGED

Whoreforged are anatomically accurate sexual constructs typically made of some form of metal. They are designed to be the perfect sexual partners and can often be found working in brothels. Some whoreforged choose to be fighters and adventurers, but most of them prefer to live a life of sex and bliss.

Soft Bodies. While most of the whoreforged is made out of metal, several parts are made of a synthetic skin-like material. Typical body parts to be made with this material include but are not limited to: breasts, vaginas, dicks, anuses, hands, mouths, etc.

Sleepless Lovers. Whoreforged do not need to sleep and instead enter a sort of stand-by mode, where they are completely inactive but are fully aware of their surroundings. They can theoretically have sex non stop for weeks without slowing down.



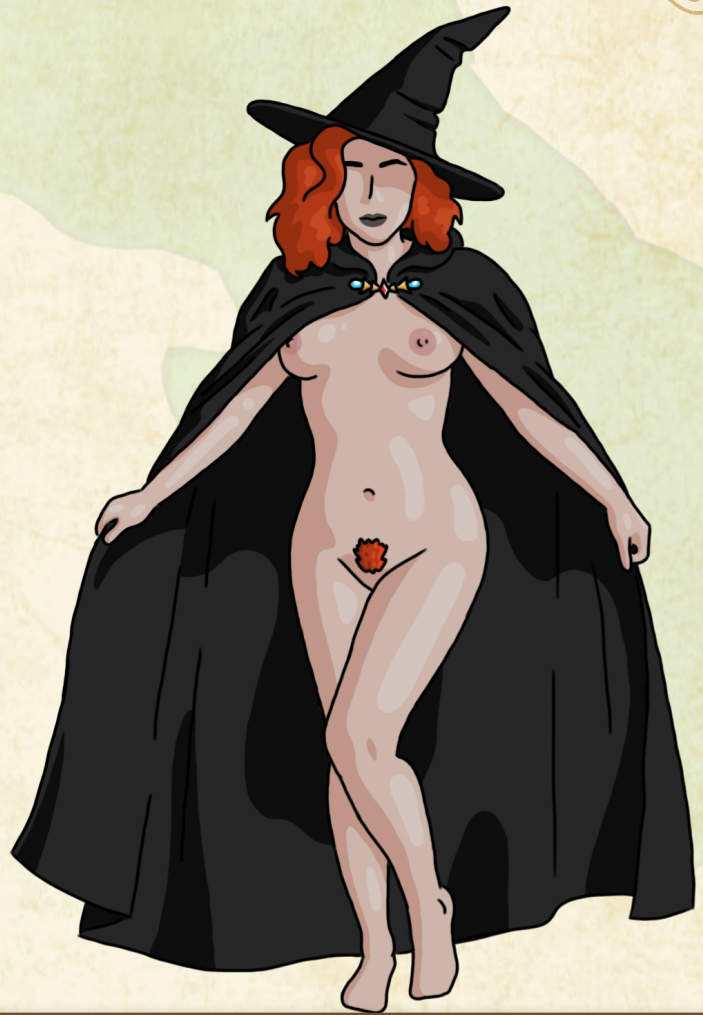
YOUTH HAG

Unlike other hags, the youth hag tends to live in densely populated areas. Her physical form is unlike other hags, and she can easily live around others without rousing any suspicions. This hag feeds on the youth and beauty of those around her, extending her own life and keeping herself young.

Youthful Appearance. When she has a steady source of food, a youth hag looks about 20-25 years old. Her beauty will draw the eye of many men and women alike.

Sexual Thief. When a youth hag has sex with someone, they can drain years of life from them without them ever noticing. The longer the sex goes, the more youth and beauty she can steal.

Covens. A youth hag that is part of a coven has a challenge rating of 12.



YOUTH HAG

Large construct, neutral

Armor Class 18 (Natural Armor)

Hit Points 120 (15d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws WIS +4, DEX +3

Skills Nature +4, Perception +4, Sex +5, Seduction +4, Stealth +6, Survival +4, Temptation +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal, Sylvan

Challenge 9 (5,000 XP)

Alluring Form. While at full health the hag has advantage on Composure, Sex, Seduction, and Temptation rolls.

Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect kink*, *disguise self*

3/day each: *bestow kink*, *cursed climax*, *dream*, *hypnotic pattern*, *jealousy*, *sleep* (9d8)

1/day each: *legend lore*, *mass tantalize*, *screaming*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The hag can make three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Youth Eater. When a creature with at least 1 point of Arousal the hag can see within 30 feet of her goes below half of its hit points, the hag can force the creature to make a DC 15 Wisdom saving throw. On a failed save, the creature takes 16 (3d10) psychic damage, and the hag regains hit points equal to the amount of damage taken. The hag also takes one year of the creature's life for each point of Arousal.

EQUIPMENT

This section will contain various items, potions, clothes, and magic items. I encourage you to modify and create your own items as well. The items listed here are only meant to be a basic set to get you started.

ITEMS

Anal Training Kit. This medium sized box contains several different sized butt plugs, two dildos, and enema equipment. These items are typically used in an attempt to get better at receiving anal sex or simply adding to other sexual activities.

Ball Gag. This item has a soft red ball with a black or dark colored leather strap threaded through the middle with a latch that connects behind the head. The gag is designed to prevent speech, typically used as a restraint device to keep its wearer silent.

BDSM Kit. This medium sized black box contains 20 feet of black rope, soft hand and leg cuffs, a leather blindfold, a whip, and a simple flail. These items can be used together or separately.

Body Paint. This item contains 6 different colors of body paint and two brushes. Each container of paint contains enough paint to fully cover 10 Medium sized creatures.

Butt Plug (Various). These plugs come in many shapes, sizes and materials. The price will vary depending on these factors.

Size: Tiny, Medium, Large, Huge, Giant

Material: Wood, Glass, Metal, Plastic, Rubber, Etc.

Shape: Use your imagination.



Chastity Belt. This is a locking item of clothing designed to prevent sexual intercourse or masturbation. The belt has a band around the waist or hips and a typically metal shield that runs between the legs to cover the genitals. These belts are designed for women, and are worn for the purpose of chastity, protection, or to dissuade women and their potential sexual partners from sexual temptation.

Chastity Cage. This item consists of a ring that is seated around the base of the penis behind the balls and a tube or penis cage that holds the penis, with the two parts connecting together with a hinge or pin. The cage is designed so that the penis inside cannot be stimulated directly with hands and fingers. These cages are designed for men, and are worn for the purpose of chastity, protection, or to dissuade men and their potential sexual partners from sexual temptation.

Collar. This item is a leather collar resembling a dog collar. Other materials can be used including fabric, plastic, and metal. Some collars are constructed with several different materials, and may also be decorated in various ways. Collars often feature buckles, straps and hooks, padlocks and other attachments.

Condoms. This item can be made from several different materials and is typically designed for external male use. When used during sexual intercourse, this item will cause any Pregnancy roll to be made using a d100 rather than a d20.





Diaphragm. This item can be made from several different materials and is typically designed for internal female use. When used during sexual intercourse, this item will cause any Pregnancy roll to be made using a d100 rather than a d20.

Dildo (various). These dildos come in many shapes, sizes and materials. The price will vary depending on these factors.

Size: Tiny, Medium, Large, Huge, Giant

Material: Wood, Glass, Metal, Plastic, Rubber, Etc.

Shape: Use your imagination.

Leash. This item is a long leather strap with a loop on one end and a hook or clasp to attach to a collar. Other materials can be used including fabric, plastic, and metal. Some leashes are constructed with several different materials, and may also be decorated in various ways.

Leather Flog. This item is made with a black leather handle and several strips of thin leather on the end. It is used in various forms of whipping, flagellation, and flogging.

Makeup Kit. This small sized metal box contains the different items required for applying makeup, such as lipstick, blush, eye shadow, eye liner, foundation, blenders, brushes, etc.

Manacles (Fuzzy). This set of manacles is made from a soft leather or fabric and wrapped in visually appealing furs. These restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 15 Dexterity check. Breaking them requires a successful DC 15 Strength check. Each set of manacles comes with two keys.

Nipple Clamps. These items are two clamps that are applied to the nipples of a person of either sex. The clamps are used in pairs and are connected by a chain. Weights may be hung from the clamps to amplify the pain by increasing the pressure and pinching.

Paddle. This item is typically made of wood or metal and sometimes has a layer of leather. A spanking paddle is an implement used to spank or paddle individuals. The wide surface area makes it more effective than a hand but less painful than a whip or cane.

Riding Crop. This item, sometimes called a riding crop or hunting crop, is a short type of whip without a lash, used in horse riding and in bondage scenarios.

Whip (Sexual). This item resembles a standard whip, though it is shorter and made of a different type of leather. This whip can be used as a weapon, but its primary purpose is to be used in BDSM role play scenarios.

Items

Item	Cost	Weight
Anal Training Kit	10 gp	5 lb
Ball Gag	1 gp	1 lb
BDSM Kit	10 gp	5 lb
Body Paint	1 gp	2 lb
Butt Plug	5 gp	1 lb
Chastity Belt	15 gp	3 lb
Chastity Cage	12 gp	1 lb
Collar	2 gp	1 lb
Condoms	5 sp	—
Diaphragm	5 sp	—
Dildo	5 gp	1 lb
Leash	1 gp	—
Leather Flog	2 gp	1 lb
Makeup Kit	1 gp	3 lb
Manacles (Fuzzy)	2 gp	2 lb
Nipple Clamps	1 gp	—
Paddle	1 gp	1 lb
Riding Crop	2 gp	1 lb
Whip (Sexual)	2 gp	1 lb

OILS AND APHRODISIACS

Common Lubricant. Water based lubricant lasts 30 minutes per use. The bottle contains enough for 20 uses.

Common Aphrodisiac. A simple chemical aphrodisiac, on use roll a DC 12 Constitution save and on a failure gain +1 Arousal and - 2 Composure. You can choose to fail the save.

Dragon's Tongue (Aphrodisiac). A dark red liquid aphrodisiac, on use roll a DC 15 Constitution save and on a failure gain +1 Arousal and +2 Sex. You can choose to fail the save.

Expensive Lubricant. A magically enhanced lubricant that lasts up to 12 hours. The bottle contains enough for 30 uses.

Morning After Potion. A liquid contraceptive for use after sex to prevent pregnancy. Within 24 hours of sex, roll d100, and on a 1 or 2 you are still pregnant.

Oil of Desensitization. A clear oil that when applied reduces the sensitivity of the user. Gain a +5 to Composure for 1 hour.

Oil of Sensitization. A semi transparent oil that when applied will increase the sensitivity of the user. Take a -2 to Composure and add a +5 to your partners sex roll for 1 hour.

Pink Ooze Extract (Aphrodisiac). A bottle of Pink viscous liquid, on use roll a DC 15 Constitution save and on a failure gain a +1 Arousal and a +1 Sex. Roll 1d8, and on a 1 your sex is flipped for 1 hour.



Silphium Juice (Contraceptive). A liquid contraceptive for use before sex. Once used, for the next 4 hours your pregnancy roll is a d100 and on a 1, 2, or 3 you become pregnant.

Silver Dust (Aphrodisiac). A silver/gray powder aphrodisiac, on use roll a DC 17 Constitution save and on a failure you gain +2 Arousal, +2 Sex, and -2 Composure. Roll a d4 and on a 1 you are considered high. You can choose to fail the save.

Oils and Aphrodisiacs

Item	Cost	Weight
Common Lubricant	1 gp	—
Common Aphrodisiac	5 gp	1/2 lb
Dragon's Tongue	10 gp	1/2 lb
Expensive Lubricant	15 gp	1/2 lb
Morning After Potion	10 gp	—
Oil of Desensitization	5 gp	1/2 lb
Oil of Sensitization	5 gp	1/2 lb
Pink Ooze Extract	20 gp	1 lb
Silphium Juice	5 gp	1/2 lb
Silver Dust	15 gp	—

Clothes

Item	Cost	Weight
Bodysuits	1 gp	4 lb
Bottoms	3 sp	2 lb
Bras	2 sp	1 lb
Costumes	5 gp	6 lb
Dresses	5 gp	5 lb
Gloves	2 sp	1 lb
Hoods	1 sp	1 lb
Masks	1 sp	1 lb
Panties	1 sp	1 lb
Shoes	5 sp	2 lb
Skirts	1 sp	1 lb
Tops	5 sp	2 lb
Underwear	1 sp	1 lb
Materials	Additional	Additional
Cotton	—	—
Leather	+5 sp	+1 lb
Lace	+8 gp	—
Metal	+25 gp	+4 lb
Rubber	+15 gp	+2 lb
Sheer	+5 sp	—
Silk	+10 gp	+1 lb

MAGIC ITEMS

BELT OF THICKNESS

Wondrous item, uncommon

This belt is made from a dark brown leather with arcane symbols around the center. It enhances the natural curves of those who wear it. Wider hips, thicker thighs, and smooth curves. +1 Temptation.

CAGE OF THE CHASTE

Wondrous item, very rare (requires attunement)

At first glance, it looks like a metal pair of underwear. However, it is flexible like an ordinary pair of underwear. Once attuned, the cage of the chaste will prevent its wearer from increasing in Arousal through any physical or magical means.

CLOAK OF ALLURE

Wondrous item, rare (requires attunement)

The cloak of allure is a long dark purple cloak with a black interior. Wearing this cloak will grant a +2 to Allure.

ELLA'S BOUNTIFUL BRASSIERE

Wondrous item, uncommon

Ella's bountiful brassiere is a simple light gray bra with pink and blue accents. When worn, the bra will increase the size of the wearer's breasts by 2 sizes. +1 Temptation

EROS FLUTE

Wondrous item, very rare

An elegant white pan flute with gold accents, the eros flute can increase the arousal of all those who hear it played. The flute can not be played by just anyone. If the user does not know how to play the pan flute, the effect will reflect back onto the one playing the flute. +1 Arousal

HEALING WHIP

Weapon (whip), uncommon

The healing whip is a magic item created to heal through pain. With your action, you can make an attack against one creature and you can heal them for 1d4 + your proficiency bonus. The whip has 5 charges per long rest.

JAZZ STONE

Wondrous item, common

The jazz stone is a smooth black and purple stone that when activated will play smooth jazz for the next 15 minutes or until it is deactivated. To activate the stone, you need to tap the top two times and set it down. +2 seduction, or -2 Seduction if the character doesn't like jazz.

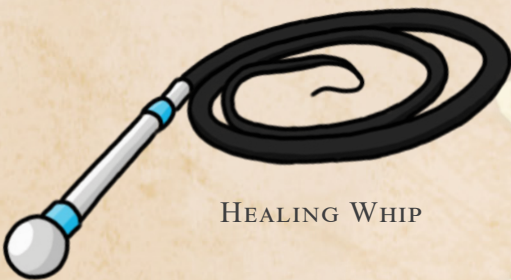


BELT OF THICKNESS

EROS FLUTE



ELLA'S BOUNTIFUL
BRASSIERE



HEALING WHIP



CAGE OF THE CHASTE



CLOAK OF ALLURE

LIVING PANTIES

Wondrous item, rare

Created with chemicals taken from a mimic, this living pair of underwear can pleasure the wearer without anyone noticing. The inside of the panties are made from a slightly wet skin-like material and when activated will produce several small tentacles that will stimulate the wearer. The panties will make a sex roll against the wearer, and it has a +5 to all Sex rolls. When you first put them on, you will establish an activation phrase, which can be used by anyone close enough for the panties to hear, and a deactivation phrase. *Variant - Living Bra*

LIVING ROPE

Wondrous item, uncommon

When thrown towards a target, this silken red rope will coil around their body and attempt to restrain them. The creature must make a DC 15 saving throw or be restrained until they either escape or are set free. The rope cannot be cut, and to escape, they would need to make a DC 20 strength check. The rope can be used 2 times per long rest.

LOVER'S CANDLE

Wondrous item, common

This light pink candle can burn for up to 10 hours in total, and while burning, all who can smell the aroma of the candle have a +2 Composure and a +2 Sex

MELTHOR'S MAGNIFYING RING

Wondrous item, rare

This dark metal ring is to be placed around the dick and balls of a creature. When activated, the ring will magnify the size of everything placed through the ring. The changes can vary, but it typically increases the size by an additional 50%. When deactivated or removed, the wearer's body will return to normal. +2 Sex +1 Temptation

NIGRI'S COSPLAYING CLOAK

Wondrous item, legendary (requires attunement)

Appearing at first glance to be a simple traveling cloak, the magics within allow the cloak to transform into any number of costumes. Using your action, you can activate the cloak and transform the clothes you are wearing into a costume of your choice. However, the costume that you choose will always come out far sexier than you intended. The costumes are high quality and look expertly made, but no matter what you try, they will always come out sexy. Maids, nuns, teachers, adventurers, pirates, etc, will all look like the sexy equivalent of your desired costume.

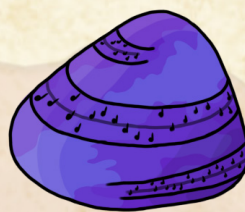
For the wearer, the change in your clothes will feel like an illusion. You will still feel your normal clothes, and you can still access all of your items. But for everyone else, the change will seem physical; they can touch the costume, and any weapons or items on your person cannot be located. The cloak can be used 3 times per long rest.



LIVING PANTIES



LOVER'S CANDLE



JAZZ STONE

NIGRI'S COSPLAYING CLOAK



LIVING ROPE

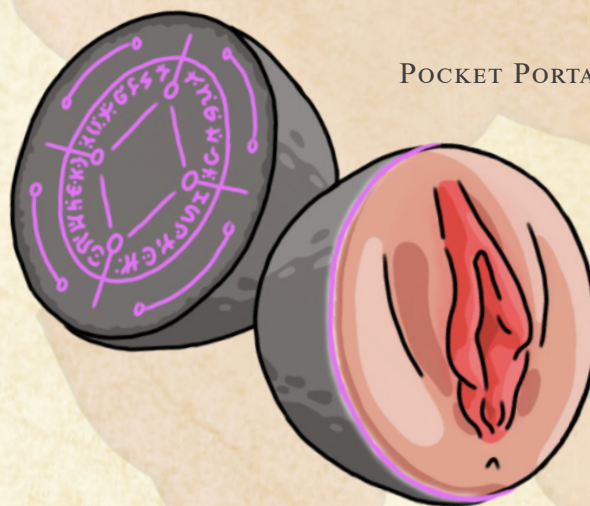


MELTHOR'S
MAGNIFYING RING

RING OF FERTILITY



POCKET PORTAL



PLASTIC ROD



PLASTIC ROD

Wondrous item, uncommon

The plastic rod is a dark blue rod weighing 1.5 pounds and made of a strange material. You can take 1 minute to focus on the rod and reshape it into any shape you can imagine. The rod's weight cannot be changed and cannot be made into any sharp objects. When purchased the rod will come with a book of pictures of past shapes, mostly various sizes and shapes of dicks. You can change the shape of the rod 5 times per long rest.

POCKET PORTAL

Wondrous item, rare (requires attunement)

The pocket portal looks like one half of a 5-inch-diameter sphere stone. The round side is a smooth dark grey, and the flat side is covered in arcane symbols. By focusing on the stone for one minute and placing the flat side against a body part that fits within the 5-inch circle, you can create a portal from the stone to that body part. Once activated, there will be a softly glowing blue circle around the body part that has been attached to the portal.

The connection between the stone and your body is maintained no matter how far away it is from you. If you were to look at the stone, you would see what appeared to be a replica of your body part. While holding the stone, you can see and touch anything inside of the circle via the portal. Any interactions with the body part inside of the portal will be felt by the original body.

For example, if you create a portal to your vagina and someone placed a finger inside of your vagina on the portal side, your vagina would stretch and move as though it was being touched, but you would not be able to see the fingers touching you. Unless an object passes 100% through the portal, it will remain invisible on the receiving end. Small objects or liquids that pass all the way through the portal will appear on the receiving end.

RING OF FLUID FORM



RING OF FERTILITY

Ring, uncommon

This silver ring boosts the fertility of those who wear it. When wearing this ring any pregnancy rolls are made with a d10 and on a 1 you or your partner will become pregnant.

RING OF FLUID FORM

Ring, very rare (requires attunement)

This silver and gold ring will physically alter the sex of the person wearing it. This altered form will maintain the physical traits, such as skin and hair color, of the wearer's original form. The new form will resemble what the wearer would have looked like if they had always been that sex. Height and weight may change slightly. The wearer's sex is determined by which finger the ring is worn on.

Thumb	Feminine body / Male sex organs
Index Finger	Masculine body / Male sex organs
Middle Finger	Androgynous / Chosen sex organs
Ring Finger	Feminine body / Female sex organs
Pinky Finger	Masculine body / Female sex organs



TITANIA'S TEMPORARY
TRAMPSTAMP



RING OF TEMPTATION

RING OF THE REFRACTORY

Ring, uncommon

This bronze ring will allow the wearer to ignore the need for a refractory period after climaxing. They are capable of becoming aroused again immediately.

RING OF TEMPTATION

Ring, uncommon

A ring cut from a solid emerald, the ring of temptation grants its wearer a +4 to all Temptation rolls.

STAFF OF LIQUID PLEASURE

Staff, rare

This staff is made of a sturdy red wood and has a small opening at the top. Using your action the staff can create 6 ounces of aphrodisiac. The aphrodisiac has a DC 12 constitution saving throw and on a failed save a creature gains 1 point for Arousal. The staff can make up to one gallon of aphrodisiac in an hour; however, after 24 hours the aphrodisiac will disappear.

STAFF OF MANY KINKS



STAFF OF MANY KINKS

Staff, very rare

The staff of many kinks is a long black staff with a silver chain wrapped around it. When you use your action to hit a creature with the staff, you can do one of three things. You can learn one of their kinks, you can take away one kink, or you can give them one kink. The effect of the lost or additional kink remains for 3 days. The staff has 4 charges per long rest.

STRIPPER'S POLE

Wondrous item, rare

When you strike a creature with this metallic pole, they must make a DC 15 Constitution saving throw or else all non magical clothes and armor will fall off. If a creature succeeded on the save, you cannot use the pole on them again for 24 hours.

TITANIA'S TEMPORARY TRAMPSTAMP

Wondrous item, very rare (requires attunement)

Looking like elegant butterfly wings, this temporary tattoo can be applied to the lower back of a willing creature and grant them +2 Seduction +2 Sex and advantage on interactions with fairies and other fey. The tattoo takes one minute to remove, at which point it can be reapplied to someone else.

STRIPPER'S POLE



RING OF REFRACTORY

THE GOLDEN DICK

Cursed item, legendary

This cursed item has been in many hands over the years. Originally created by a trickster god, this golden dick has ruined the lives of all who encounter it. If a creature touches the golden dick with their bare hand, the dick will become permanently affixed to the hand. It can only be removed via a wish spell.

VOYEUR'S TOME

Wondrous item, very rare (requires attunement)

A simple leather bound book with the title "Voyeur's Tome" on the spine. If you open the book within 100 feet of anyone engaged in sexual acts they will be displayed within the book. It is not a perfect picture, however. The images appear as rough sketches of the people involved. The backgrounds have little to no detail. The images move in time with the people depicted, and the images disappear as soon as they are done.

WAND OF GOOD VIBES

Wand, uncommon

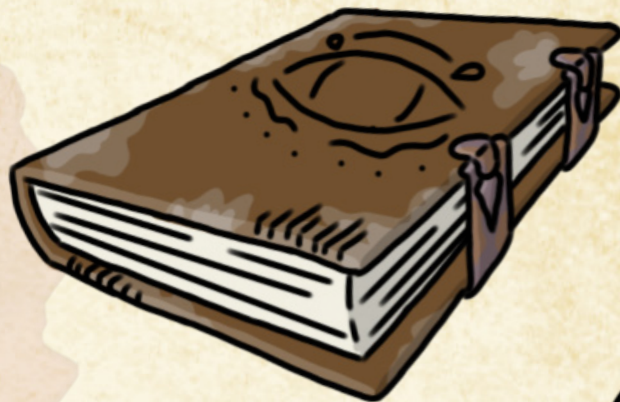
This wand is made from a soft white wood and has ornate carvings along the handle. Using your action, you can cause the rounded tip of the wand to vibrate. Using this wand during sex can grant a +5 Sex and during combat can add 1 point of arousal per 2 rounds so long as the wand remains in contact with the creature.

WHITE WAND

Wand, very rare (requires attunement)

This wand is carved from a white stone and infused with sexual magic. Using your action, you can point it at a creature within 60 feet and make them roll a DC 17 Constitution saving throw. On a failed save, the creature will climax instantly regardless of how aroused they are. On a successful save, the wand fails, and the creature knows what you just tried to do. The wand has 3 charges per long rest.

VOYEUR'S TOME



WHITE WAND



WAND OF
GOOD VIBES



THE GOLDEN DICK



INDEX

Ability Score, 5, 17
 Aftercare, 20, 22
 Allure, 5, 6,
 Alluring Image, 20-22
 Anal Training Kit, 53, 55
 Animalistic Passion, 17
 Animate Art, 20-22
 Aphrodisiac, 27
 Item, 55, 59
 Monster, 28, 39, 40, 42,
 46, 47, 50
 Arousal, 5, 6, 10-14, 18,
 23-25, 28, 29, 31, 34,
 39-42, 44, 46, 47, 50, 52,
 55, 56, 59, 60
 Artist, 15
 Attraction, 3, 4
 Background, 15
 Ball Gag, 16, 53, 55
 Barbarian, 9
 Bard, 9, 10, 20
 BDSM Kit, 15, 53, 55
 Bedroom Eyes, 20-22
 Belt of Thickness, 56
 Bestow Kink, 20-22
 Blessed Pregnancy, 20, 22
 Blue Jelly, 28
 Body Paint, 53, 55
 Bodysuit, 55
 Borrowed Sensation,
 20-22
 Bottoms, 55
 Bras, 55
 Butt Plug, 53, 55
 Cage of the Chaste, 56
 Champion's Endurance, 17

Chastity Belt, 53, 55
 Chastity Cage, 53, 55
 Cleric, 10, 20
 Cloak of Allure, 56
 Coiffurist Groom, 20, 21,
 23
 Collar, 16, 53
 Combat Sex, 6
 Common Aphrodisiac, 55
 Common Lubricant, 55
 Composure, 5, 6, 16-19,
 55
 Condoms, 53, 55
 Consent, 3
 Costumes, 55
 Cotton, 55
 Cuck's Rage, 21, 23
 Cunning Linguist, 17
 Cupid's Arrow, 20, 23
 Cursed Climax, 20, 21, 23
 Dangle Roper, 29
 Delicate Hand, 20, 21, 23
 Desperation, 20, 21, 23
 Detect Fertility, 20, 23
 Detect Kink, 20, 23
 Detect Pregnancy, 20, 23
 Diaphragm, 55
 Dildo, 53-55
 Distant Admiration, 20,
 21, 24
 Dragon's Tongue, 55
 Dresses, 55
 Drunkard's Discernment,
 20, 24
 Ella's Bountiful Brassiere,
 56
 Endowed, 17



Enhanced Allure, 20, 21,
 24
 Enhanced Composure,
 20, 24
 Equipment, 15, 16, 53
 Eros Flute, 56
 Exhibitionist, 17
 Exotic Dancer, 15
 Expensive Lubricant, 55
 Expression, 4, 5, 24
 Fast Orgasm, 17
 Feats, 17
 Fetish, 4, 7, 14, 23
 Fuccubus, 14, 30, 32,
 34, 48
 Fuckable, 17
 Genderbend, 20, 21, 24
 Gloves, 55
 Harem Leader, 15
 Healing Lover, 17
 Healing Touch, 20, 24
 Healing Whip, 56
 Heat, 20, 24
 Heavenly Body, 18
 Heavenly Sensation,
 20, 24
 Hoods, 55
 Horny, 5, 18, 34
 Humor, 3
 Impotence, 20, 21, 24
 Incubus, 30, 32, 33
 Incubus (Female), 32, 33
 Items, 53-55
 Jazz Stone, 56, 57
 Jealousy, 20, 21, 25
 Kink, 4, 7, 14, 20-23, 59
 Lace, 55
 Leash, 54, 55
 Leather, 55
 Leather Flog, 55
 Lesser Bone Devil, 34
 Limber, 18
 Living Panties, 57
 Living Rope, 57
 Lost Lover, 35
 Love, 3
 Lover's Candle, 57
 Lover's Grotto, 21, 25
 Lover's Protection, 20,
 21, 25
 Lust Beetle, 36
 Magic Items, 56
 Makeup Kit, 16, 54, 55
 Manacles (Fuzzy), 54, 55
 Masks, 55
 Mass Alluring Image,
 20, 25
 Mass Enhance Allure,
 20, 21, 25
 Mass Tantalize, 20, 21, 25
 Master/Mistress, 15
 Maturity, 3
 Melody Wasp, 37
 Melthor's Magnifying
 Ring, 57
 Mentor, 16
 Metal, 55
 Model, 16
 Monk, 11
 Monster Allure, 8



Monster Fucker, 18
 Monsters, 8, 28
 Morning After Potion, 55
 Natural Beauty, 18
 Nigri's Cosplaying Cloak, 57
 Nipple Clamps, 55
 Oil of Desensitization, 55
 Oil of Sensitization, 55
 Oils and Aphrodisiacs, 55
 Ovulation, 20, 23, 26
 Paddle, 54, 55
 Paladin, 12, 20
 Panties, 55
 Peeping Tom, 38
 Pheromones, 18, 20, 26
 Pink Cube, 39
 Pink Dragon, 40-42
 Pink Ooze Extract, 55
 Plastic Rod, 58
 Pleasure Elemental, 42
 Pocket Portal, 58
 Pregnancy, 4, 7, 32, 48, 53-55, 58
 Pregnant, 7, 22, 24, 25
 Privacy, 20, 21, 26
 Prostitute, 16
 Prostitution, 4
 Quick Recovery, 18
 Radiant Sexuality, 18
 Riding Crop, 15, 54, 55
 Ring of Fertility, 58
 Ring of Fluid Form, 58
 Ring of Temptation, 59
 Ring of the Refractory, 59
 Roleplay, 3, 4, 15
 Romance, 3, 4, 18
 Rubber, 55
 Rugged Appearance, 18
 Ryver Nymph, 43
 Seduction, 3, 5-7, 15-19, 24, 42, 56, 59
 Sex, 6
 Sexual Alignment, 4
 Sexual Focus, 19
 Shame, 20, 26
 Shared Sensation, 20, 21, 26
 Sheer, 55
 Shoes, 55

Silk, 55
 Silphium Juice, 55
 Silver Dust, 44, 55
 Silverdust Fairy, 44
 Siren, 45
 Size Queen, 19
 Skilled Lover, 20, 26
 Skills, 5
 Skirts, 55
 Slime Girl, 46
 Sorcerer, 13, 20
 Soulbond, 20, 26
 Spell Descriptions, 22
 Spells, 20, 21
 Spirit Sensation, 20, 21, 27
 Staff of Liquid Pleasure, 59
 Staff of Many Kinks, 59
 Sterile, 19
 Strip, 20, 21, 27
 Stripper's Pole, 59
 Studded Mound, 47
 Sub-Classes, 9
 Submissive, 16
 Succubus, 30, 48, 49
 Succubus (Male), 48, 49
 Tantalize, 20, 21, 27
 Targeted Attraction, 20, 27
 Tentacle Mimic, 50
 Tethered Soul, 20, 27
 The Golden Dick, 60
 Titania's Temporary Trampstamp, 59
 Tops, 55
 True Beauty, 20, 21, 27
 True Love's Kiss, 20, 27
 Underwear, 55
 Unseen Lover, 20, 21, 27
 Virgin Mind, 20, 27
 Virility, 19
 Voyeur's Tome, 60
 Wand of Good Vibes, 60
 Warlock, 14, 21
 Whip (Sexual), 54, 55
 White Wand, 60
 Whoreforged, 51
 Wingman, 19
 Youth Hag, 52



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